# Controls

Pikmin 3 supports a variety of controllers. In the game's Story mode, you can swap between the supported controllers to take advantage of any special features that might be useful in different situations. In the game's Mission mode and Bingo Battle mode, each player must select his or her preferred controller before beginning an event.

## Wii U GamePad

By default, the Wii U GamePad displays the game's KopPad Map. Use the Touch Screen to interact with the KopPad Map and activate the KopPad's various features.

Press ⊖ to switch the display of the Main Screen between your television and the Wii U GamePad.

**Note**

Only one Wii U GamePad can be used while playing the game.

### Controls for the Wii U GamePad

**Controlling Leaders**

| Action | Button Press |
|---|---|
| Move/Move pointer | L Control Stick |
| Move pointer only | R (hold) + L Control Stick |
| Rotate view | R Control Stick |
| Return pointer to character | Click L Control Stick |
| Fix pointer on target | ZL |
| Throw | A |
| Pluck | A (when near Pikmin sprouts) |
| Attack | A (when near a creature and there is nobody to throw) |
| Call with whistle | ZR |
| Dismiss | Shake GamePad / B |
| Switch leader | Y |
| Select who to throw | L |
| Change view | ZL |
| Lock on | ZL (press and hold when the pointer is hovering over a target) |
| Charge! | Shake GamePad / B (when locked on) |
| Use Ultra-Spicy Spray | (when you have Ultra-Spicy Spray) |
| Dodge | (after acquiring the Dodge Whistle) |
| Use Item | (in Bingo Battle, when you have items stocked) |

**Using Menus**

| Action | Button Press |
|---|---|
| Select item | Left Control Stick |
| Confirm | A |
| Open pause menu | ⊕ |

**Special Features**

| Action | Button Press |
|---|---|
| Toggle Main Screen between the TV and the Wii U GamePad | ⊖ |
| Access KopPad while the Wii U GamePad is displaying on the Main Screen | |

## Wii Remote + Nunchuk

This controller combination allows you to move a your squad around the field without affecting the pointer's position.

### Controls for the Wii Remote + Nunchuk

**Controlling Leaders**

| Action | Button Press |
|---|---|
| Move pointer | Aim the Wii Remote in the desired direction |
| Move | Control Stick |
| Throw | A |
| Pluck | A (when near Pikmin sprouts) |
| Attack | A (when near a creature and there is nobody to throw) |
| Call with whistle | B |
| Dismiss | Shake Nunchuk |
| Switch leader | ⊖ |
| Select whom to throw | C |
| Change view | Z |
| Lock on | Z (press and hold when the pointer is hovering over a target) |
| Charge! | Shake Nunchuk (when locked on) |
| Use Ultra-Spicy Spray | (when you have Ultra-Spicy Spray) |
| Dodge | (after acquiring the Dodge Whistle) |
| Use item | (in Bingo Battle, when you have items stocked) |

**Using Menus**

| Action | Button Press |
|---|---|
| Select item | Control Stick |
| Confirm | A |
| Open pause menu | ⊕ |

## Wii U Pro Controller

The Wii U Pro Controller utilizes a control scheme similar to the one found on the Wii U GamePad.

### Controls for the Wii U Pro Controller

**Controlling Leaders**

| Action | Button Press |
|---|---|
| Move/Move pointer | L Control Stick |
| Move pointer only | R (hold) + L Control Stick |
| Rotate view | R Control Stick |
| Return pointer to character | Click L Control Stick |
| Fix pointer on target | ZL |
| Throw | A |
| Pluck | A (when near Pikmin sprouts) |
| Attack | A (when near a creature and there is nobody to throw) |
| Call with whistle | ZR |
| Dismiss | B |
| Switch leader | Y |
| Select whom to throw | L |
| Change view | ZL |
| Lock on | ZL (press and hold when the pointer is hovering over a target) |
| Charge! | B (when locked on) |
| Use Ultra-Spicy Spray | (when you have Ultra-Spicy Spray) |
| Dodge | (after acquiring the Dodge Whistle) |
| Use item | (in Bingo Battle, when you have items stocked) |

**Using Menus**

| Action | Button Press |
|---|---|
| Select item | Left Control Stick |
| Confirm | A |
| Open pause menu | ⊕ |

Game Modes

# Game Modes

Pikmin 3 offers three distinct game modes: Story, Missions, and Bingo Battle.

## Story Mode (Single Player)

In the game's Story mode, you control a small crew of explorers stranded on a mysterious planet. Use Pikmin to battle enemies and overcome obstacles as you search the planet for food and equipment.

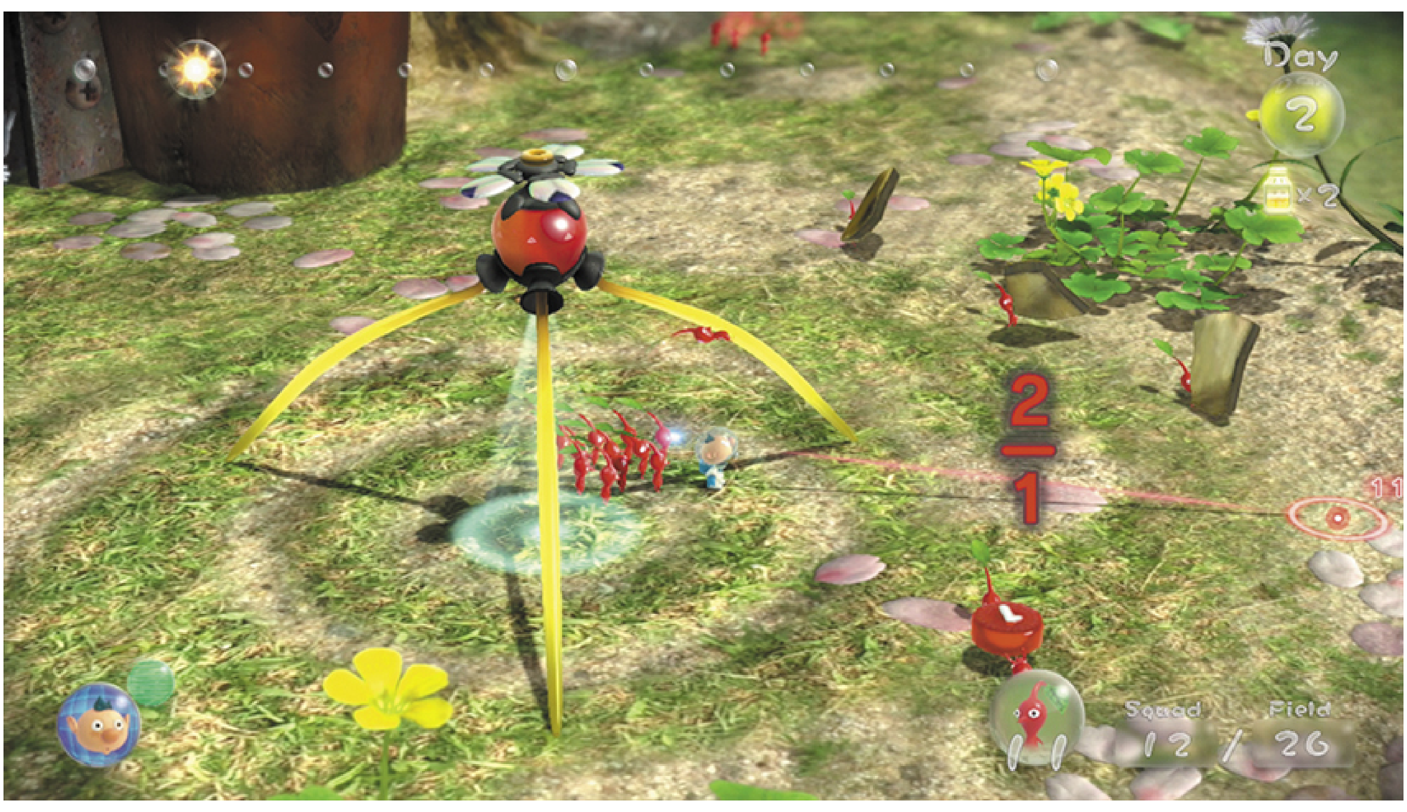
## Mission Mode (Single Player / 2-Player Cooperative Play)

In the game's Mission mode, you must use the provided resources to complete a series of challenging scenarios. Perform well to earn medals and high scores for each Mission.

## Bingo Battle (2-Player Competitive Play)

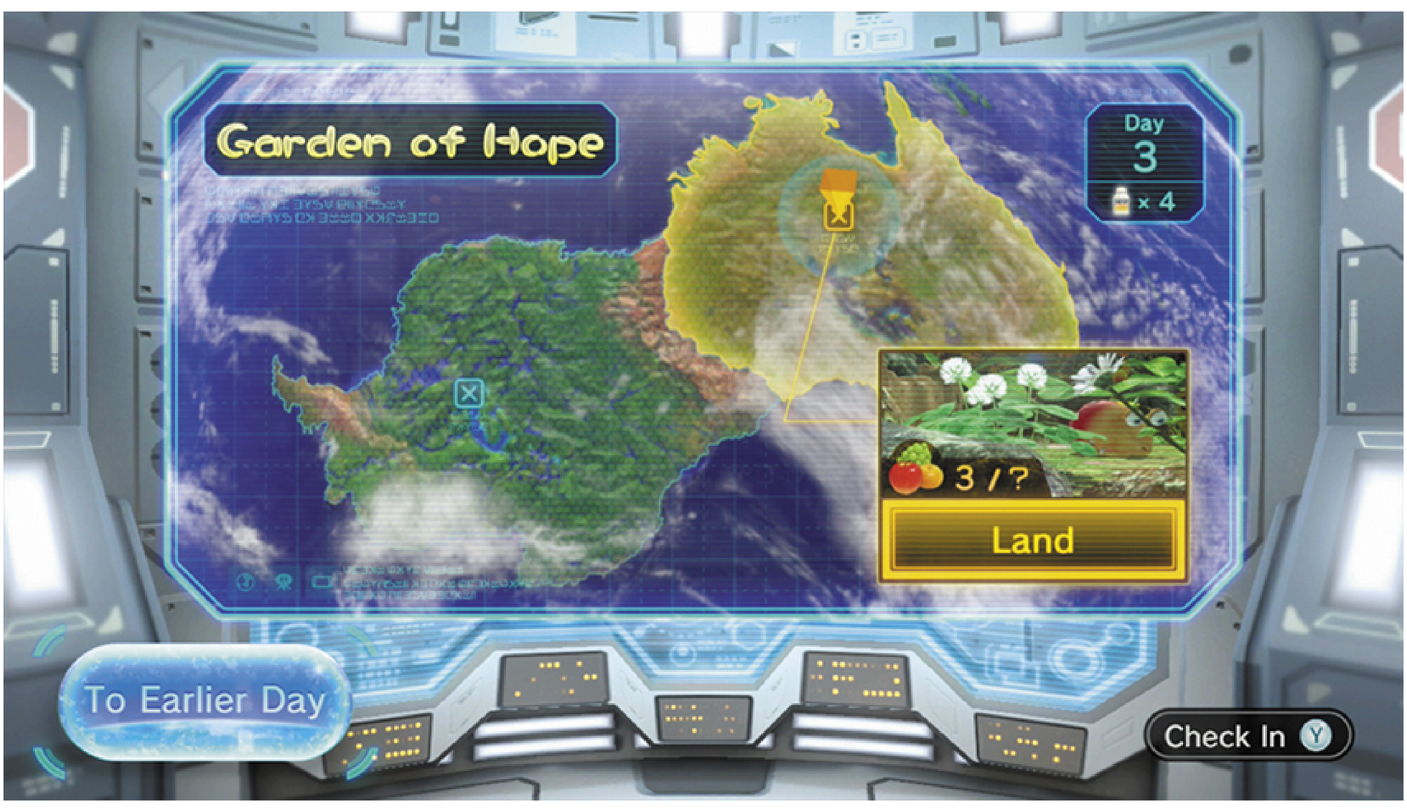
In the game's Bingo Battle mode, you and your opponent collect the items scattered around the map to activate the corresponding items on your respective bingo cards. The first player to complete a line of squares on his or her bingo card wins the match.

# Progressing the Story



The Story takes place over an undetermined number of days. The first day ends when you complete the Story's initial tutorial—each subsequent day lasts for a fixed amount of time. The Sun Meter at the top of the screen indicates the amount of time remaining in the day. Over the course of each day, you're free to explore accessible areas, expand your Pikmin population, collect useful items, and complete important objectives.

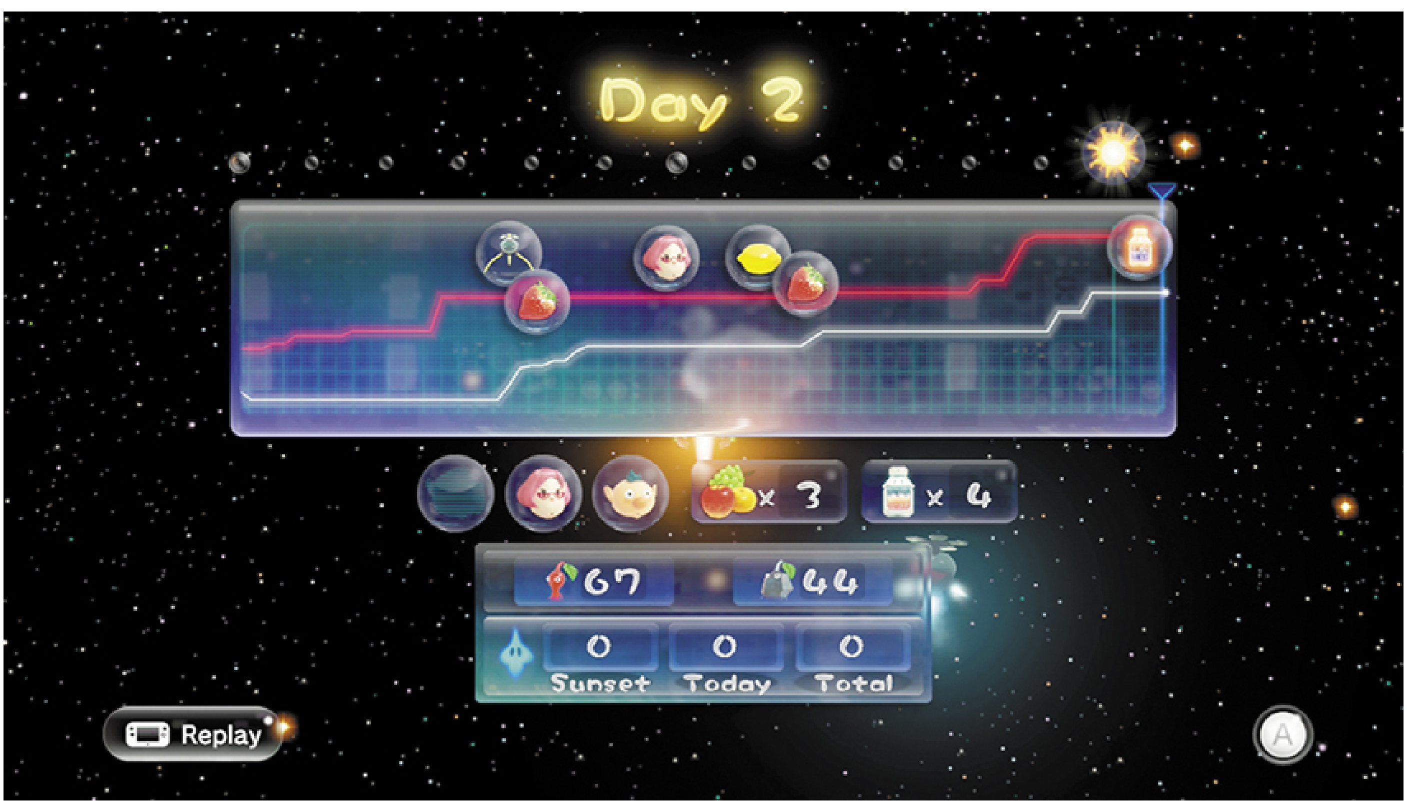
At the end of each day, your crew consumes one canister of juice. Collect fruit to maintain your juice supply and ensure you have enough time to complete the Story.



At the start of each day, you must choose an area to explore. The ship's computer automatically selects the location of your next key objective, but you're free to change your destination to any accessible landing site. As you complete key objectives, you'll be able to select new areas to explore. During area selection, press Ⓨ to check in with your crew. This allows you to observe the crew members as they discuss their current situation.

**Tip**

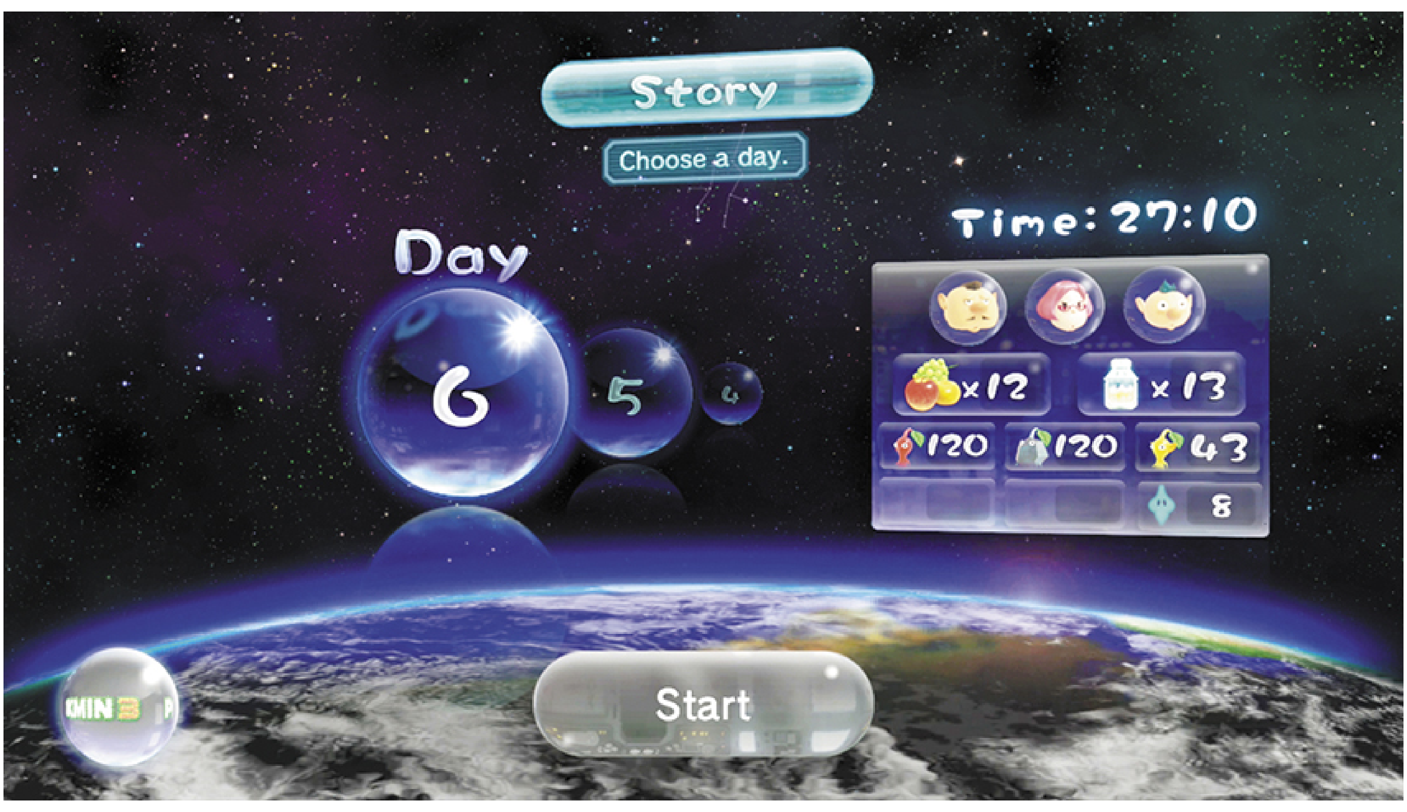
You can only visit one area on each day. Consider the items and objectives available near each landing site before you confirm a destination.



At the end of each day, you receive a summary of your performance. The chart at the top of the screen tracks any changes in your Pikmin population, as well as the items you collected throughout the day. The bottom half of the screen details the overall status of your crew, collected fruit, juice supply, and Pikmin population. Consider all of this information as you prioritize your objectives for the following day.

**Note**

At the end of each day, you can use the Wii U GamePad to access the KopPad's replay function. This feature allows you to review everything that happened over the course of the day.



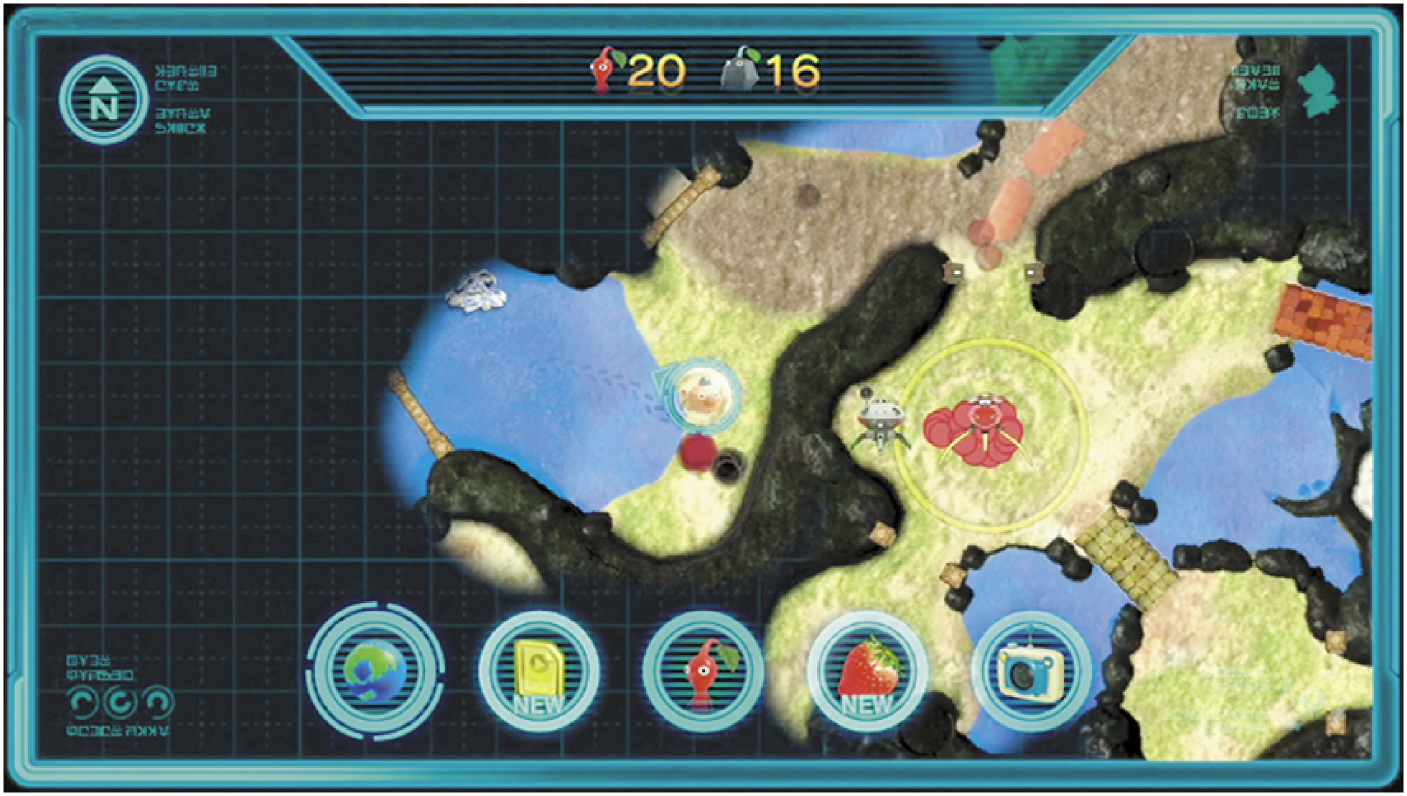
As you play through the Story, the game automatically saves your progress at the end of each day. If a situation seems hopeless (or if you're simply not satisfied with your overall performance), select an earlier day to replay all of the content that followed that point in the game's Story.

**Caution**

If you opt to load an earlier save, all of the saves that were created after that point in the Story will be overwritten at the end of the day.

The KopPad

# The KopPad



The KopPad is a special piece of equipment that becomes available near the beginning of the Story. Use the Wii U GamePad to access the KopPad's various features. While you're in the field, the KopPad's default function is to display all of the explored terrain within an area. The KopPad Map can be set to rotate as the player moves around the field, or it can be locked in a fixed position—tap the compass in the upper-left corner of the KopPad Map to toggle between these two options.

As you progress through the Story, you'll find additional uses for the KopPad. Tap the icons along the bottom of the Wii U GamePad's Touch Screen to select the indicated KopPad mode.

# The Basics

## Crew Members

20
Squad
Field
20 / 30

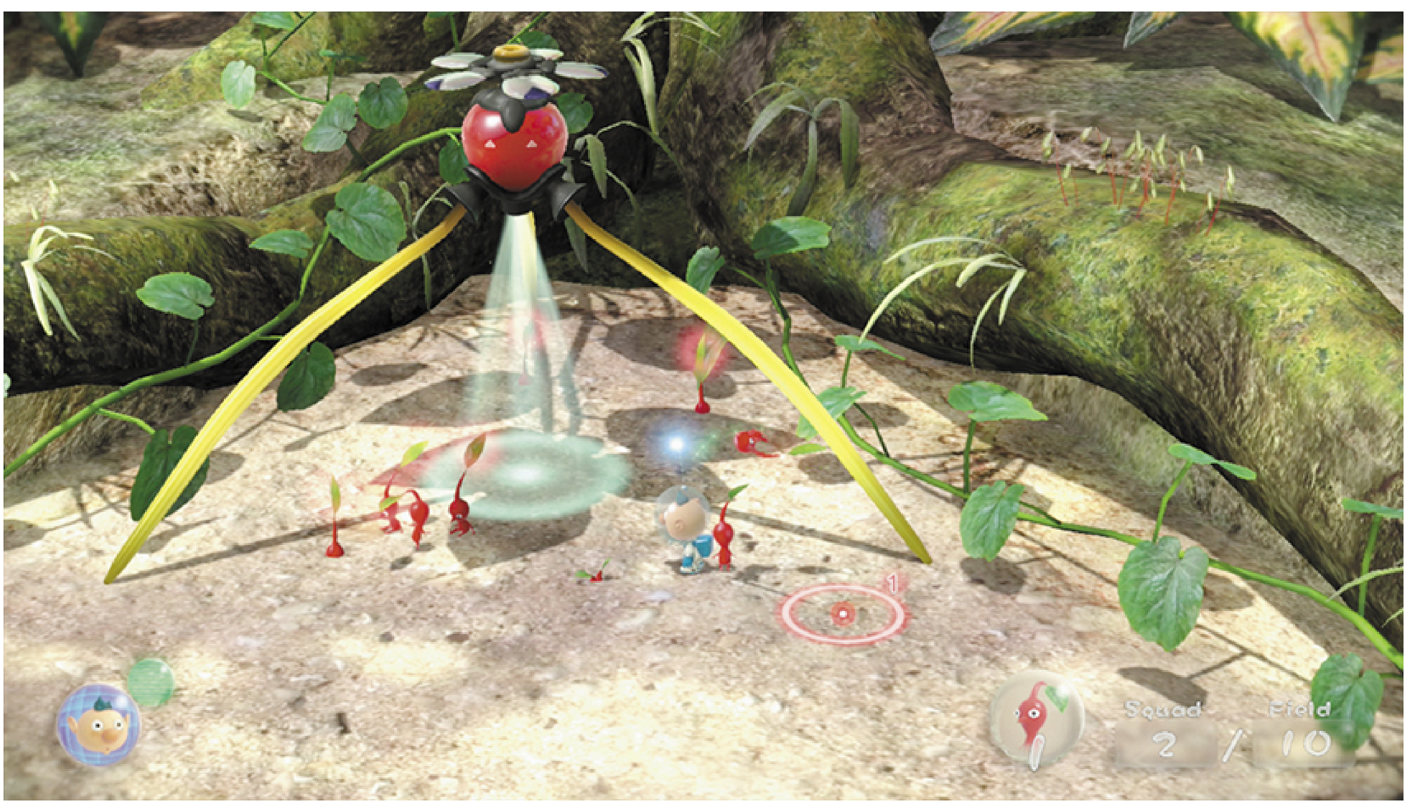
Use crew members to issue commands to nearby Pikmin.

## Pikmin

13
13
Squad
Field
13 / 21

Use Pikmin to carry objects, destroy obstacles, and attack hostile creatures.

## Onion


Squad
Field
2 / 10

Use the Onion to store unneeded Pikmin, or to call available Pikmin into the field. Deliver raw materials to the Onion to increase your Pikmin population.

## Fruit

Day
2
3
Squad
Field
1 / 64

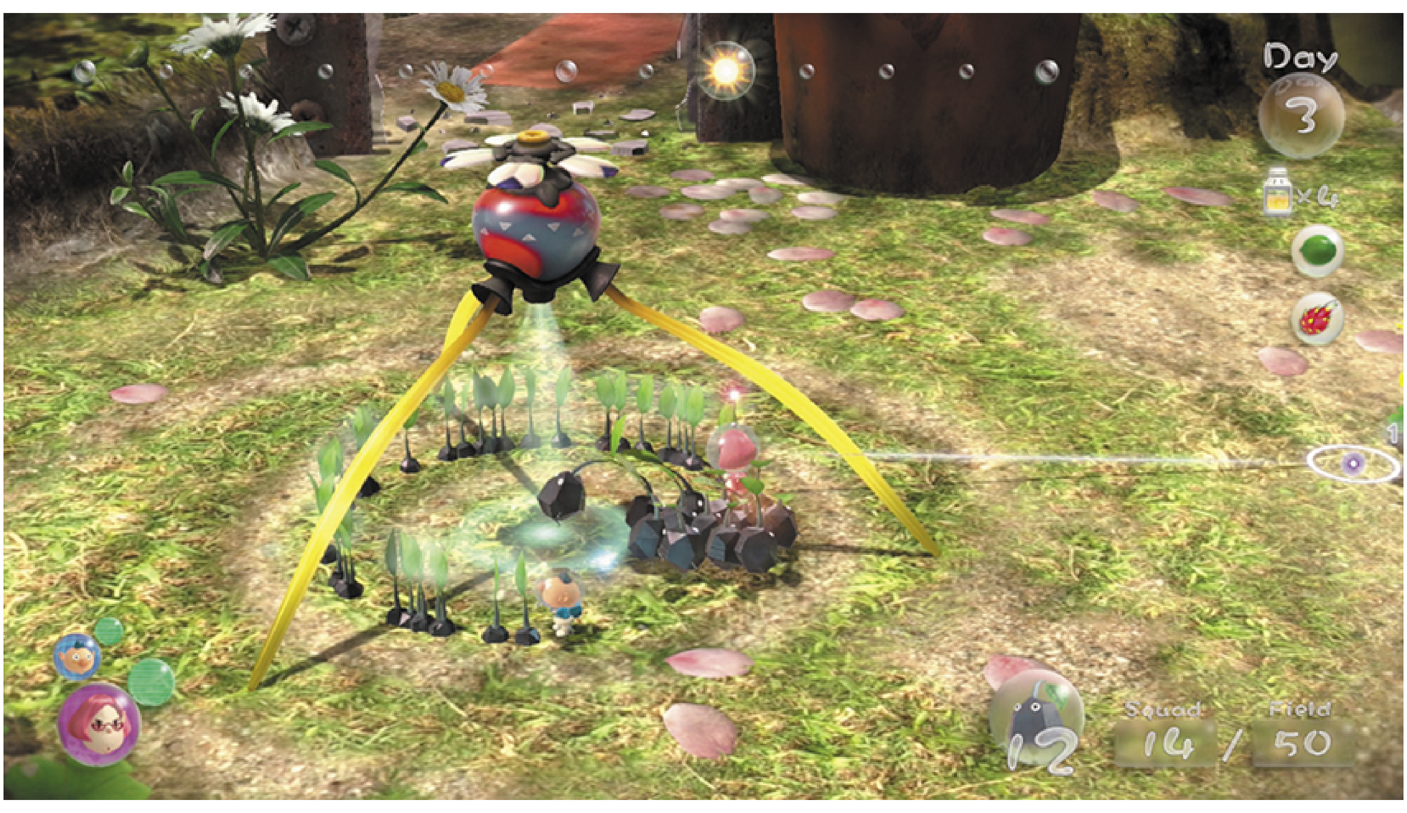
Collect fruit to increase your crew's juice supply and extend the amount of time you have to complete the Story.

## Data Files

Collect Data Files to gain useful information about the game.

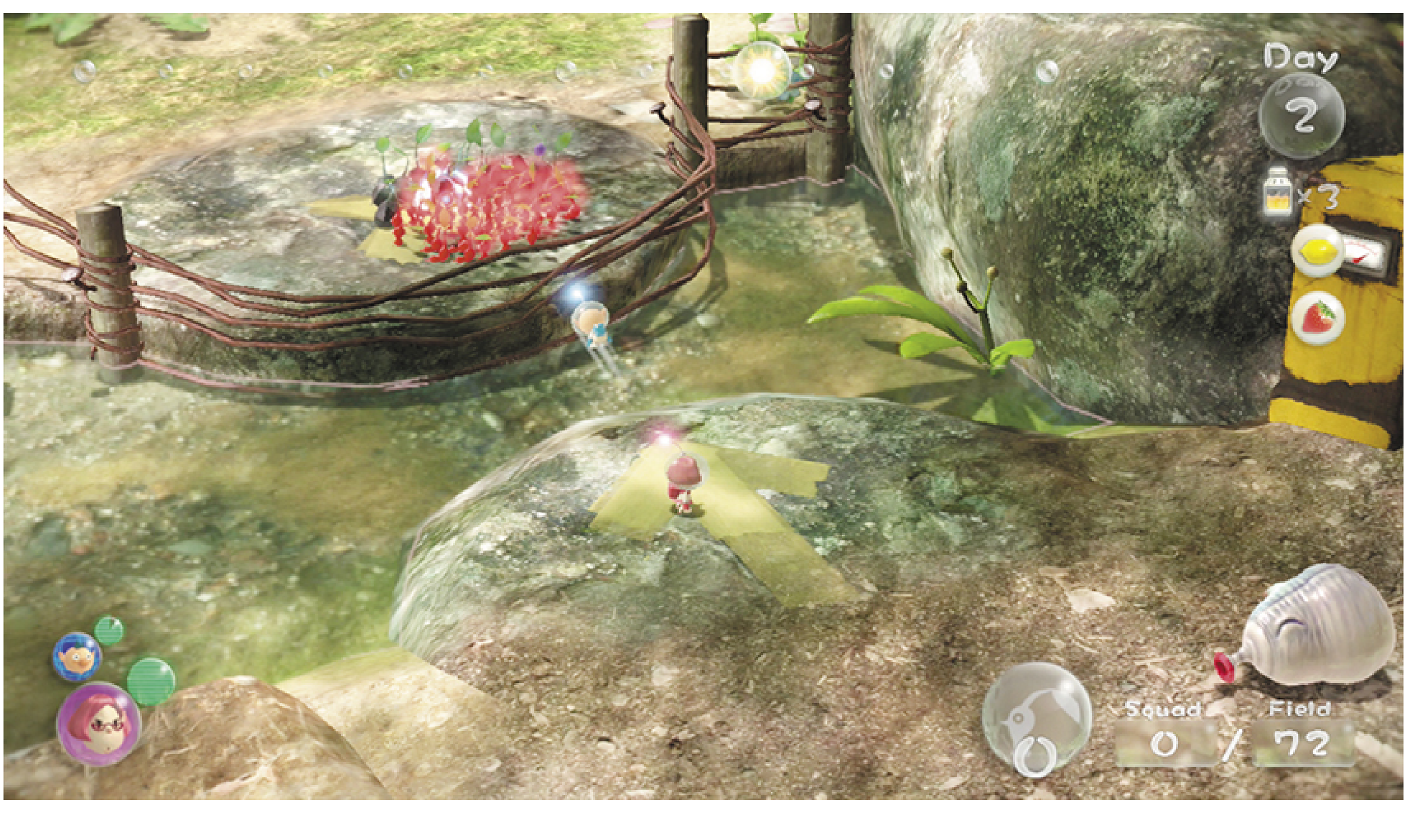
# Essential Techniques

## Plucking Sprouts



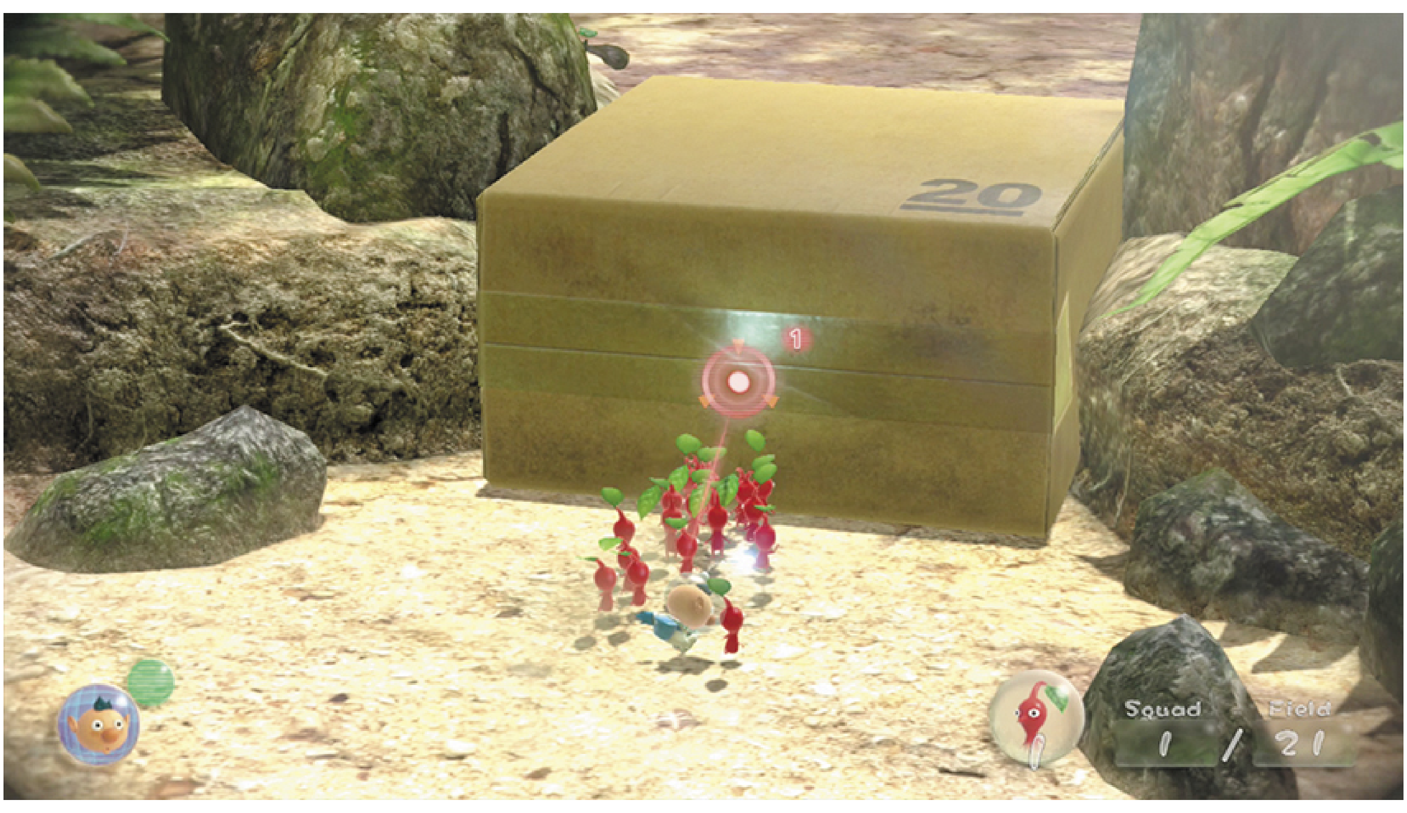
Once you pluck a Pikmin sprout, all crew members in your currently selected squad will pluck any sprouts remaining in the immediate area. Idle crew members will automatically pluck all nearby sprouts. When you need to get Pikmin into the field as quickly as possible, leave a crew member under the Onion. As the Onion creates new Pikmin sprouts, the idle crew member automatically plucks them.

## Throwing Crew Members



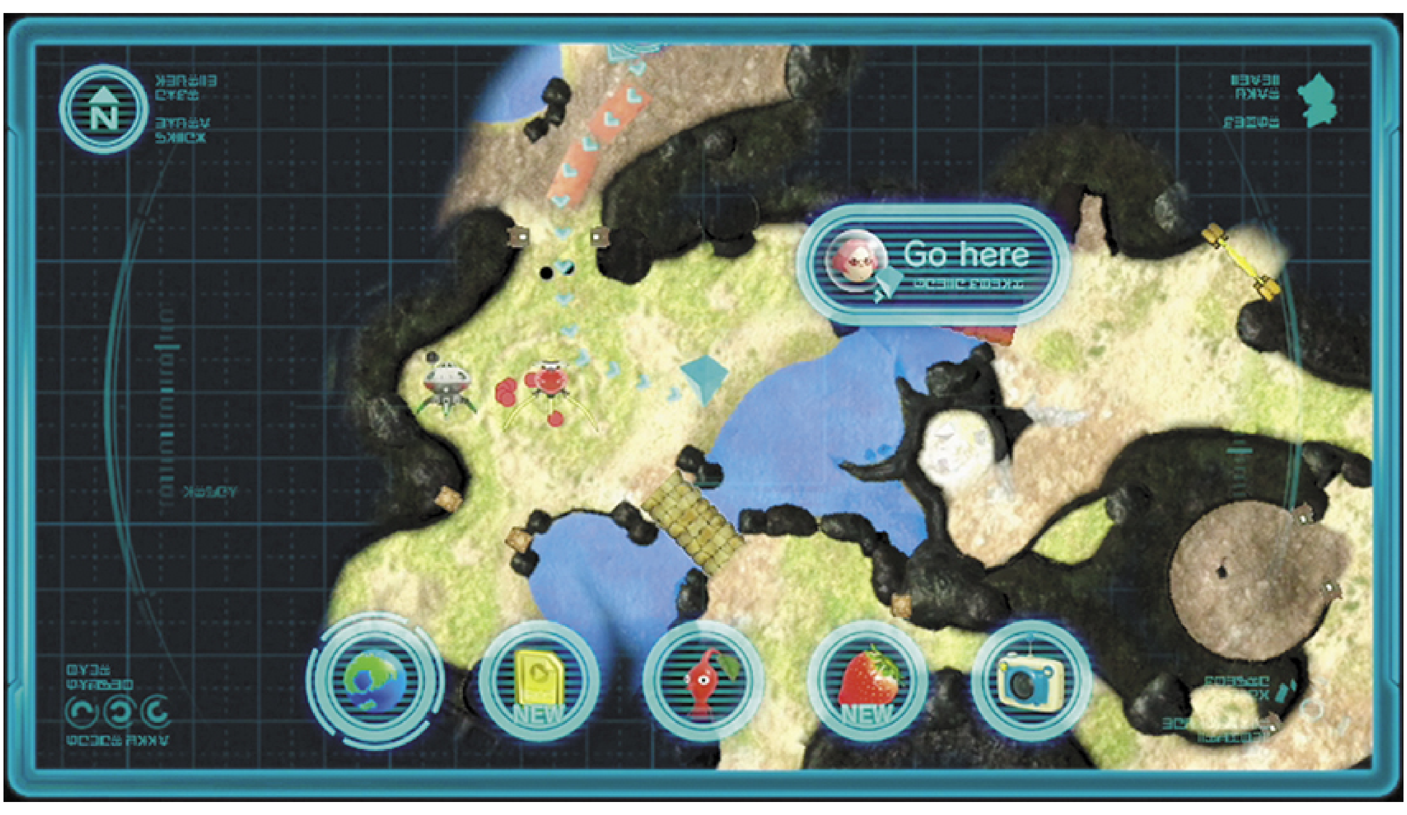
You can often throw crew members onto platforms and ledges that are otherwise inaccessible. Crew members can't be thrown as high as Pikmin, but they can be thrown nearly as far.

## Charging



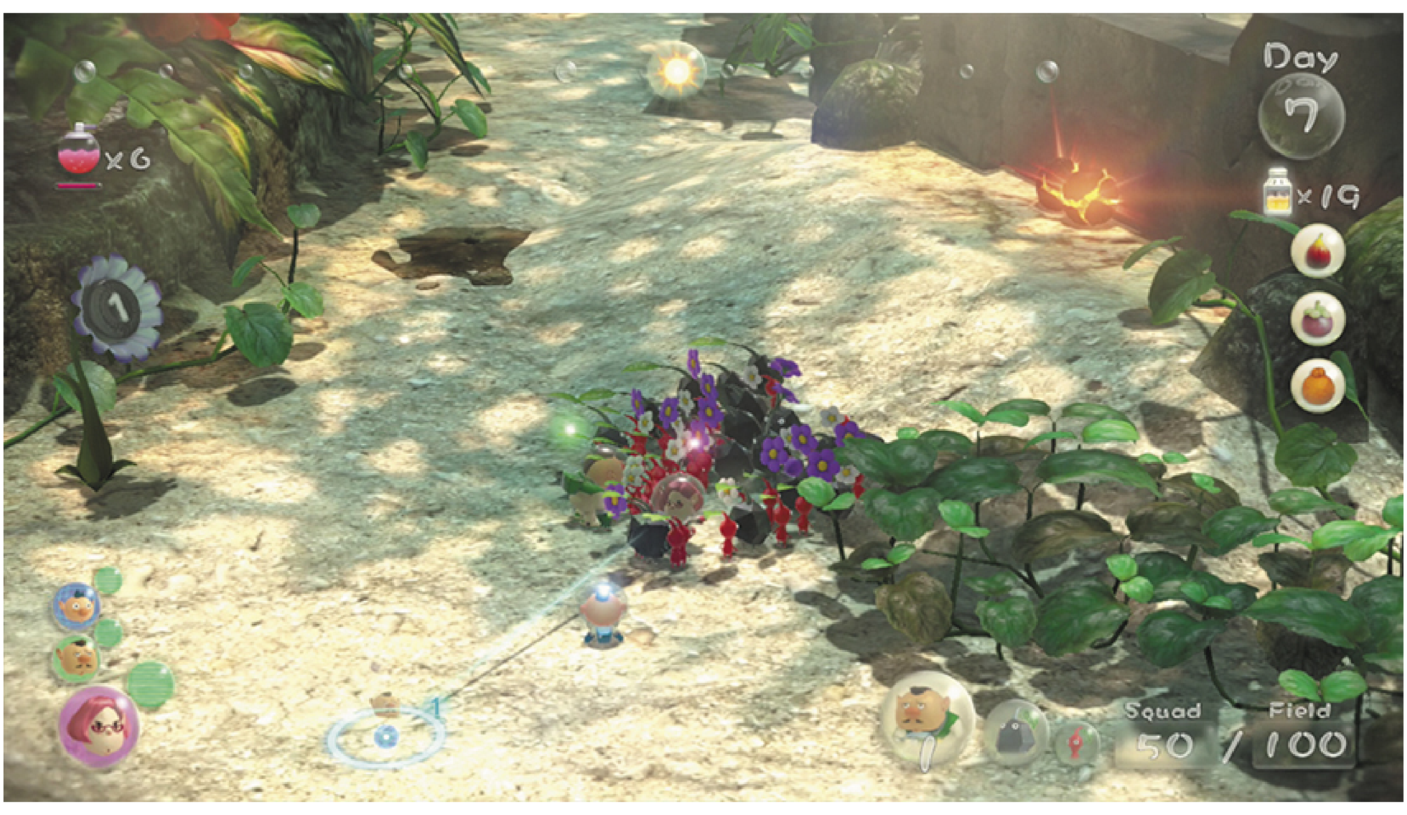
Use the "Charge!" command to have your entire Pikmin squad attack a single target. Charging is not only useful in battle, it's also a fast and easy way to assign all of your Pikmin to a single task.

## Issuing "Go Here" Commands



Once you acquire the "Go Here" function, you can send crew members to any accessible area on the KopPad Map. When you confirm a "Go Here" command, the selected crew member automatically leads his or her squad along the indicated route, leaving you free to switch crew members and attend to other tasks.

## Handling Bomb Rocks



Use Bomb Rocks to blast through stubborn obstacles or deal heavy damage to dangerous enemies. When you find one of these powerful explosives, have one of your Pikmin to collect it. To detonate a Bomb Rock, throw the Pikmin that's carrying the explosive. Once you throw a Bomb Rock, move your squad away from the impending blast.

Bomb Rocks are very useful, but they can also be extremely dangerous. Enemy attacks and environmental hazards can cause a Bomb Rock to detonate before your squad can escape the explosion.

**Tip**

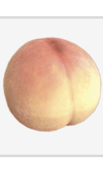
If you can trick an enemy into eating a Bomb Rock, the resulting explosion deals a massive amount of damage.

Collectables

# Collectables

For more information about a specific piece of fruit or equipment, please refer to the walkthrough or the “Area Breakdowns” section. For more information about Data File locations, please refer to the guide’s “Data Files” section.

## Fruit

| Image | Name | Map | Location Notes | Walkthrough Coverage |
|---|---|---|---|---|
| | Astringent Clump | Garden of Hope | Through an Electric Gate in an enclosure northwest of the landing site | Day 17 |
| | Astringent Clump | Distant Tundra | Through a Bamboo Gate in the large cave northwest of the landing site | Day 18 |
| | Blonde Impostor | Twilight River | Within a Large Crystal along the south edge of the map | Day 12 |
| | Citrus Lump | Twilight River | In the water east of the landing site | Day 22 |
| | Citrus Lump | Garden of Hope | In the water near the Tin Box southwest of the landing site | Day 14 |
| | Citrus Lump | Distant Tundra | In a large cave northwest of the landing site, near a cluster of Bloominous Stemples | Day 5 |
| | Citrus Lump | Distant Tundra | On a ledge near the Bouncy Mushrooms south of the landing site | Day 6 |
| | Crimson Banquet | Tropical Wilds | Within the Sandbelching Meerslug | Day 8 |
| | Crunchy Deluge | Twilight River | In the water near the south edge of the map | Day 22 |
| | Cupid’s Grenade | Tropical Wilds | On a small island north of the landing site | Day 20 |
| | Cupid’s Grenade | Distant Tundra | On the ledge just south of the landing site | Day 4 |
| | Cupid’s Grenade | Distant Tundra | Near the Iron Ball in the large enclosure northwest of the landing site | Day 5 |
| | Dapper Blob | Tropical Wilds | Near the Swooping Snitchbug patrolling a small area south of the landing site | Day 7 |
| | Dapper Blob | Distant Tundra | On the large tree stump northeast of the landing site | Day 6 |
| | Dapper Blob | Twilight River | Within the Large Crystal just past the Yellow Wollywogs northeast of the landing site | Day 11 |
| | Dawn Pustules | Tropical Wilds | Near the Reinforced Wall north of the landing site | Day 8 |
| | Dawn Pustules | Distant Tundra | On a ledge near the Bouncy Mushrooms south of the landing site | Day 6 |
| | Delectable Bouquet | Tropical Wilds | In an area southeast of the landing site, hanging from the branch that originally held the Red Pikmin’s Onion. | Day 7 |
| | Delectable Bouquet | Twilight River | On ledge near the Paper Bag west of the landing site | Day 12 |
| | Disguised Delicacy | Tropical Wilds | Within the Shaggy Long Legs northwest of the landing site | Day 9 |
| | Disguised Delicacy | Distant Tundra | In the large cave north of the landing site, with the Large Crystal near the Yellow Pikmin’s Onion | Day 6 |
| | Dusk Pustules | Garden of Hope | In a small cave northeast of the landing site | Day 17 |
| | Dusk Pustules | Distant Tundra | Near the Climbing Stick in the small cave just west of the Vehemoth Phosbat encounter | Day 5 |
| | Dusk Pustules | Twilight River | In a small enclosure south of the landing site | Day 12 |
| | Face Wrinkler | Tropical Wilds | Buried near the water along the north edge of the map | Day 9 |
| | Face Wrinkler | Garden of Hope | On a ledge east of Brittany’s starting location | Day 2 |
| | Face Wrinkler | Distant Tundra | On a ledge near the Bamboo Gate east of the enclosure | Day 19 |
| | Firebreathing Feast | Garden of Hope | Within the Armored Mawdad | Day 3 |
| | Heroine’s Tear | Distant Tundra | Within the Vehemoth Phosbat | Day 5 |
| | Insect Condo | Twilight River | Within the Burrowing Snagret in the south half of the map | Day 13 |
| | Juicy Gaggle | Tropical Wilds | Within a Medusal Slurker hiding in a tree stump north of the landing site | Day 10 |
| | Juicy Gaggle | Twilight River | In the large cave northwest of the landing site | Day 22 |
| | Juicy Gaggle | Twilight River | In the large cave northwest of the landing site | Day 22 |
| | Juicy Gaggle | Twilight River | In the large cave northwest of the landing site | Day 22 |
| | Lesser Mock Bottom | Tropical Wilds | Along the hairpin turn northeast of the landing site | Day 7 |
| | Lesser Mock Bottom | Garden of Hope | Under a Flukeweed west of the landing site | Day 15 |
| | Lesser Mock Bottom | Twilight River | Attached to a Flukeweed just north of the Winged Pikmin’s Onion | Day 11 |
|  | Mock Bottom | Tropical Wilds | Atop the waterfall east of the landing site | Day 20 |
| | Pocked Airhead | Tropical Wilds | Buried just southwest of the landing site | Day 7 |
| | Pocked Airhead | Garden of Hope | Through the Electric Gate south of the landing site | Day 16 |
| | Portable Sunset | Distant Tundra | Hanging above the water west of the landing site | Day 18 |
| | Portable Sunset | Twilight River | Near the Bamboo Gate in the south half of the map | Day 13 |
| | Scaly Custard | Tropical Wilds | Near the Seesaw Block on the large rock formation north of the landing site | Day 10 |
| | Scaly Custard | Garden of Hope | Within the Peckish Aristocrab southwest of the landing site | Day 15 |
| | Searing Acidshock | Tropical Wilds | Within the Calcified Crushblat occupying the large enclosure southwest of the landing site | Day 2 |
| | Searing Acidshock | Garden of Hope | Within a Large Crystal near the Waddlepus southwest of the landing site | Day 14 |
| | Searing Acidshock | Garden of Hope | Within the Bug-Eyed Crawmad southwest of the landing site | Day 15 |
| | Searing Acidshock | Twilight River | Attached to a Flukeweed northwest of the landing site | Day 12 |
| | Seed Hive | Twilight River | Within the Scornet Maestro | Day 13 |
| | Slapstick Crescent | Tropical Wilds | Buried on the small patch of sand at the north edge of the map | Day 21 |
| | Stellar Extrusion | Tropical Wilds | North of the landing site, hanging above the Seesaw Block at the base of the large rock formation | Day 10 |
| | Stellar Extrusion | Garden of Hope | Within a Bug-Eyed Crawmad in the large cave northeast of the landing site | Day 17 |
| | Stellar Extrusion | Distant Tundra | Within the Shaggy Long Legs northeast of the landing site | Day 19 |
| | Sunseed Berry | Garden of Hope | On a ledge south of Brittany’s starting location | Day 2 |
| | Sunseed Berry | Garden of Hope | On a ledge west of Brittany’s starting location | Day 2 |
| | Sunseed Berry | Garden of Hope | Near a Dirt Wall in the water southwest of the landing site | Day 14 |
| | Sunseed Berry | Distant Tundra | Within one of the Pyroclasmic Slooches south of the landing site | Day 4 |
| | Tremendous Sniffer | Twilight River | Through the Reinforced Wall in the south half of the map | Day 22 |
| | Velvety Dreamdrop | Tropical Wilds | Within the Armored Cannon Larva through the Tunnel west of the landing site | Day 9 |
| | Velvety Dreamdrop | Tropical Wilds | Attached to a Flukeweed under the large tree stump northwest of the landing site | Day 20 |
| | Velvety Dreamdrop | Garden of Hope | Under a Clipboard southwest of the landing site | Day 14 |
| | Velvety Dreamdrop | Distant Tundra | In at the top of the large enclosure northwest of the landing site | Day 4 |
| | Wayward Moon | Garden of Hope | Within the Quaggled Mireclops | Day 16 |
| | Zest Bomb | Tropical Wilds | Within the Peckish Aristocrab patrolling the water at the north edge of the map. | Day 21 |
| | Zest Bomb | Garden of Hope | In an enclosure northwest of the landing site | Day 3 |
| | Zest Bomb | Distant Tundra | Within the Large Crystal near the Arctic Cannon Larva west of the landing site | Day 6 |

## Optional Equipment

| Image | Name | Map | Location Notes | Walkthrough Coverage |
|---|---|---|---|---|
| | Anti-Electrifier | Distant Tundra | Buried in the snow at the west edge of the map (near Captain Charlie’s Day 1 starting location) | Day 5 |
| | Dodge Whistle | Distant Tundra | On a ledge near the Bouncy Mushroom southeast of the landing site | Day 4 |
| | Metal Suit Z | Tropical Wilds | On a raised path southeast of the landing site (north of Alph’s Day 1 starting location) | Day 7 |
| | Scorch Guard | Twilight River | Buried on a ledge near the south edge of the map | Day 13 |

## Collectable Data Files

| Contents | Category | Map |
|---|---|---|
| Pikminology #1 | Pikmin Behavior | Tropical Wilds |
| Pikminology #4 | Pikmin Behavior | Garden of Hope |
| Pikminology #5 | Pikmin Behavior | Garden of Hope |
| Pikminology #6 | Pikmin Behavior | Distant Tundra |
| Pikminology #7 | Pikmin Behavior | Tropical Wilds |
| Pikminology #10 | Pikmin Behavior | Tropical Wilds |
| Pikminology #12 | Pikmin Behavior | Distant Tundra |
| Pikminology #14 | Pikmin Behavior | Garden of Hope |
| Pikminology #15 | Pikmin Behavior | Tropical Wilds |
| Red Pikmin #1 | Pikmin Behavior | Garden of Hope |
| Red Pikmin #2 | Pikmin Behavior | Garden of Hope |
| Rock Pikmin #1 | Pikmin Behavior | Garden of Hope |
| Rock Pikmin #2 | Pikmin Behavior | Garden of Hope |
| Rock Pikmin #3 | Pikmin Behavior | Garden of Hope |
| Yellow Pikmin #1 | Pikmin Behavior | Distant Tundra |
| Yellow Pikmin #2 | Pikmin Behavior | Distant Tundra |
| Yellow Pikmin #3 | Pikmin Behavior | Distant Tundra |
| Yellow Pikmin #4 | Pikmin Behavior | Distant Tundra |
| Winged Pikmin #1 | Pikmin Behavior | Twilight River |
| Winged Pikmin #2 | Pikmin Behavior | Twilight River |
| Winged Pikmin #3 | Pikmin Behavior | Twilight River |
| Winged Pikmin #4 | Pikmin Behavior | Twilight River |
| Blue Pikmin #1 | Pikmin Behavior | Garden of Hope |
| Blue Pikmin #2 | Pikmin Behavior | Garden of Hope |
| Plucking #2 | Controls | Tropical Wilds |
| Charging! | Controls | Distant Tundra |
| Throwing Leaders | Controls | Garden of Hope |
| Go Here! | Controls | Garden of Hope |
| Dividing Labor #2 | Controls | Tropical Wilds |
| Escaping | Controls | Tropical Wilds |
| Rescuing from Bubbles | Controls | Garden of Hope |
| Armored Mawdad #1 | Indigenous Life | Garden of Hope |
| Armored Mawdad #2 | Indigenous Life | Garden of Hope |
| Vehemoth Phosbat #1 | Indigenous Life | Distant Tundra |
| Vehemoth Phosbat #2 | Indigenous Life | Distant Tundra |
| Sandbelching Meerslug #1 | Indigenous Life | Tropical Wilds |
| Sandbelching Meerslug #2 | Indigenous Life | Tropical Wilds |
| Scornet | Indigenous Life | Twilight River |
| Scornet Maestro | Indigenous Life | Twilight River |
| Quaggled Mireclops #1 | Indigenous Life | Garden of Hope |
| Quaggled Mireclops #2 | Indigenous Life | Garden of Hope |
| Mysterious Life-Form #1 | Indigenous Life | Formidable Oak |
| Mysterious Life-Form #2 | Indigenous Life | Formidable Oak |
| Plasm Wraith #1 | Indigenous Life | Formidable Oak |
| Plasm Wraith #2 | Indigenous Life | Formidable Oak |
| Bulborb #1 | Indigenous Life | Garden of Hope |
| Bulborb #2 | Indigenous Life | Garden of Hope |
| Dwarf Bulborb | Indigenous Life | Twilight River |
| Yellow Wollywog | Indigenous Life | Garden of Hope |
| Peckish Aristocrab | Indigenous Life | Tropical Wilds |
| Joustmite | Indigenous Life | Distant Tundra |
| Desiccated Skitter Leaf | Indigenous Life | Twilight River |
| Swooping Snitchbug | Indigenous Life | Distant Tundra |
| Toady Bloyster | Indigenous Life | Twilight River |
| Shaggy Long Legs | Indigenous Life | Tropical Wilds |
| Arachnode | Indigenous Life | Twilight River |
| Bug-Eyed Crawmad | Indigenous Life | Garden of Hope |
| Bearded Amprat | Indigenous Life | Distant Tundra |
| Burrowing Snagret | Indigenous Life | Twilight River |
| Pellet Posy | Indigenous Life | Distant Tundra |
| Hiding | Indigenous Life | Garden of Hope |
| With One More Person… | Area Hints | Tropical Wilds |
| The Cliff-Top Mystery | Area Hints | Tropical Wilds |
| With Three of Us… | Area Hints | Garden of Hope |
| A Legacy of the Past | Area Hints | Garden of Hope |
| To the Survivors | Area Hints | Distant Tundra |
| Parting Gift | Area Hints | Distant Tundra |
| To Future Visitors | Area Hints | Twilight River |
| Great Partner | Area Hints | Twilight River |
| Shortcut | Area Hints | Formidable Oak |
| Closed Path | Area Hints | Formidable Oak |
| Journal Entry #1 | Olimar’s Log | Garden of Hope |
| Journal Entry #2 | Olimar’s Log | Garden of Hope |
| Journal Entry #3 | Olimar’s Log | Garden of Hope |
| Journal Entry #4 | Olimar’s Log | Tropical Wilds |
| Journal Entry #6 | Olimar’s Log | Twilight River |
| Journal Entry #7 | Olimar’s Log | Formidable Oak |
| Journal Entry #8 | Olimar’s Log | Formidable Oak |
| Journal Entry #9 | Olimar’s Log | Formidable Oak |
| Journal Entry #10 | Olimar’s Log | Formidable Oak |
| Secret Memo #1 | Other | Twilight River |
| Secret Memo #2 | Other | Distant Tundra |
| Secret Memo #3 | Other | Formidable Oak |
| Secret Memo #4 | Other | Garden of Hope |
| Secret Memo #5 | Other | Formidable Oak |
| Secret Memo #6 | Other | Distant Tundra |
| Secret Memo #7 | Other | Twilight River |
| Secret Memo #8 | Other | Tropical Wilds |
| Secret Memo #9 | Other | Garden of Hope |

Walkthrough

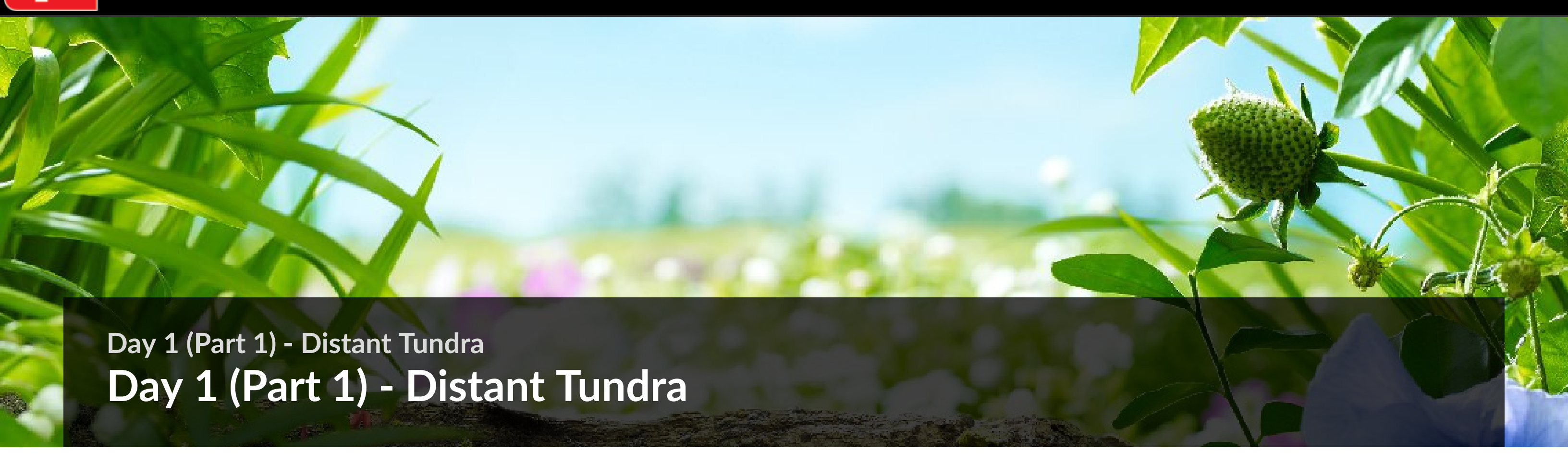
# Walkthrough

This walkthrough details a relatively efficient play-through of the Story mode completed over the course of 25 in-game days. Following this walkthrough will allow you to collect all available fruit and optional equipment, but it is by no means the fastest way to complete the game.

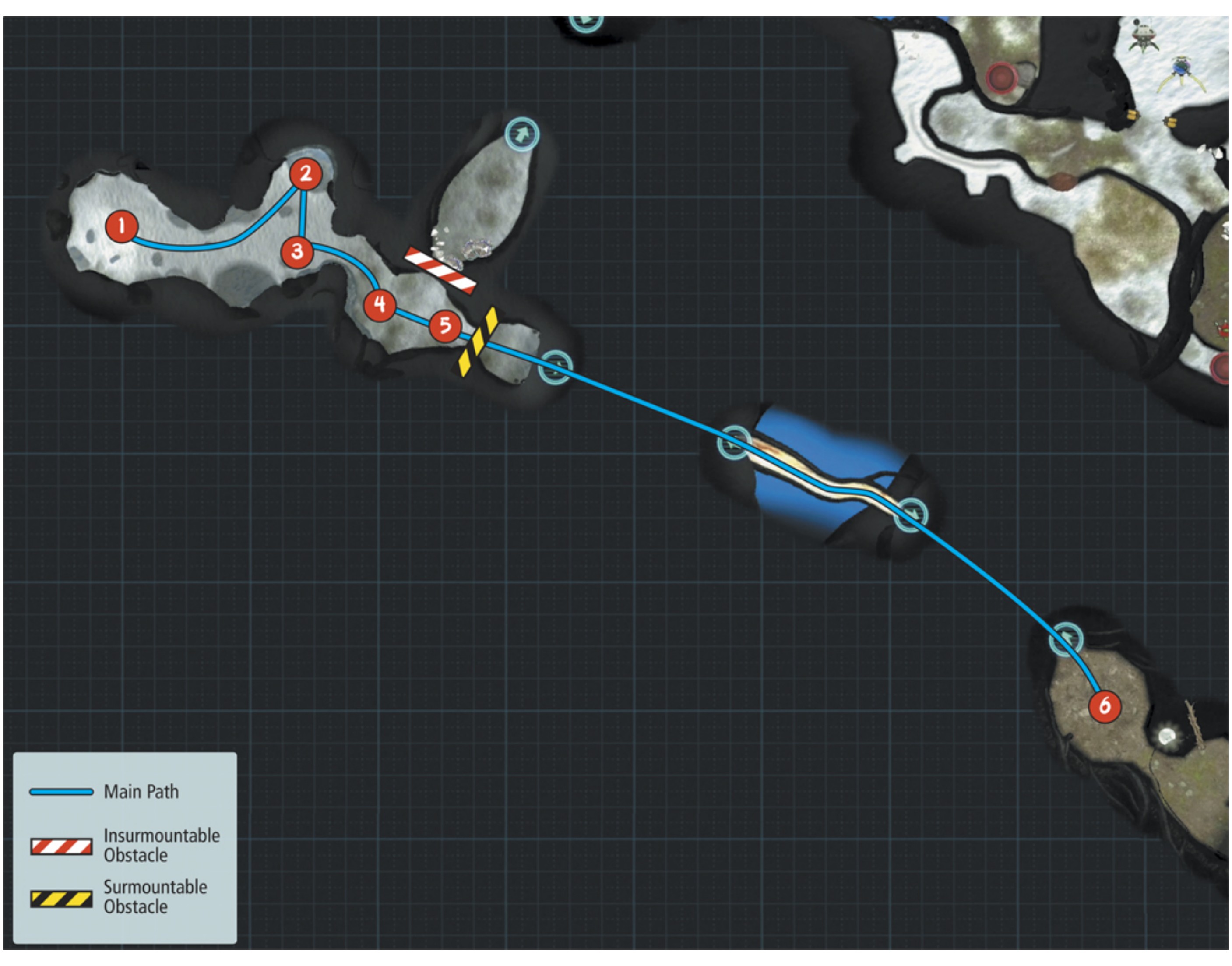
If you choose to collect only the required objects and cultivate relatively few Pikmin, it's relatively easy to complete the game in 11 days or less.

As you follow this walkthrough, keep these points in mind:

- Most Data Files are located in plain sight. The walkthrough contains details for some of the better hidden Data Files, but it's recommended that you collect any Data Files you spot along the way.
- Most defeated enemies reappear within a couple of days. If you deviate from the walkthrough, make sure previously explored areas are still safe.
- Enemy numbers and locations vary slightly as the game progresses. If you deviate from the walkthrough, be prepared to deal with creatures that may not be mentioned in the text.
- It's best to build a good supply of all Pikmin types. That said, Red Pikmin and Rock Pikmin should generally account for the bulk of your combat force.
- Before you assign any Pikmin to collecting pellets or fallen enemies, consider the type of Pikmin you want to generate and whether you can spare the Pikmin needed to carry the item back to the landing site.
- The numbered Points shown on the walkthrough maps indicate many of the key objects, obstacles, and tasks you'll find during each day. Each Point corresponds with a numbered screen within that day's walkthrough. Use these labels to help gauge your progress, or to identify the locations described in the text.
- The walkthrough maps indicate rough paths connecting multiple areas. These paths are only meant to show the basic flow of each day—the text often describes additional actions to take within known areas.
- We've aimed to design a walkthrough that can accommodate a variety of play-styles. Every few days, you should have extra time to explore optional areas, cultivate Pikmin, seek out additional battles, or search for Data Files. If none of these activities interest you, use the Start Menu to end the day after you complete essential tasks.



# Day 1 (Part 1) - Distant Tundra



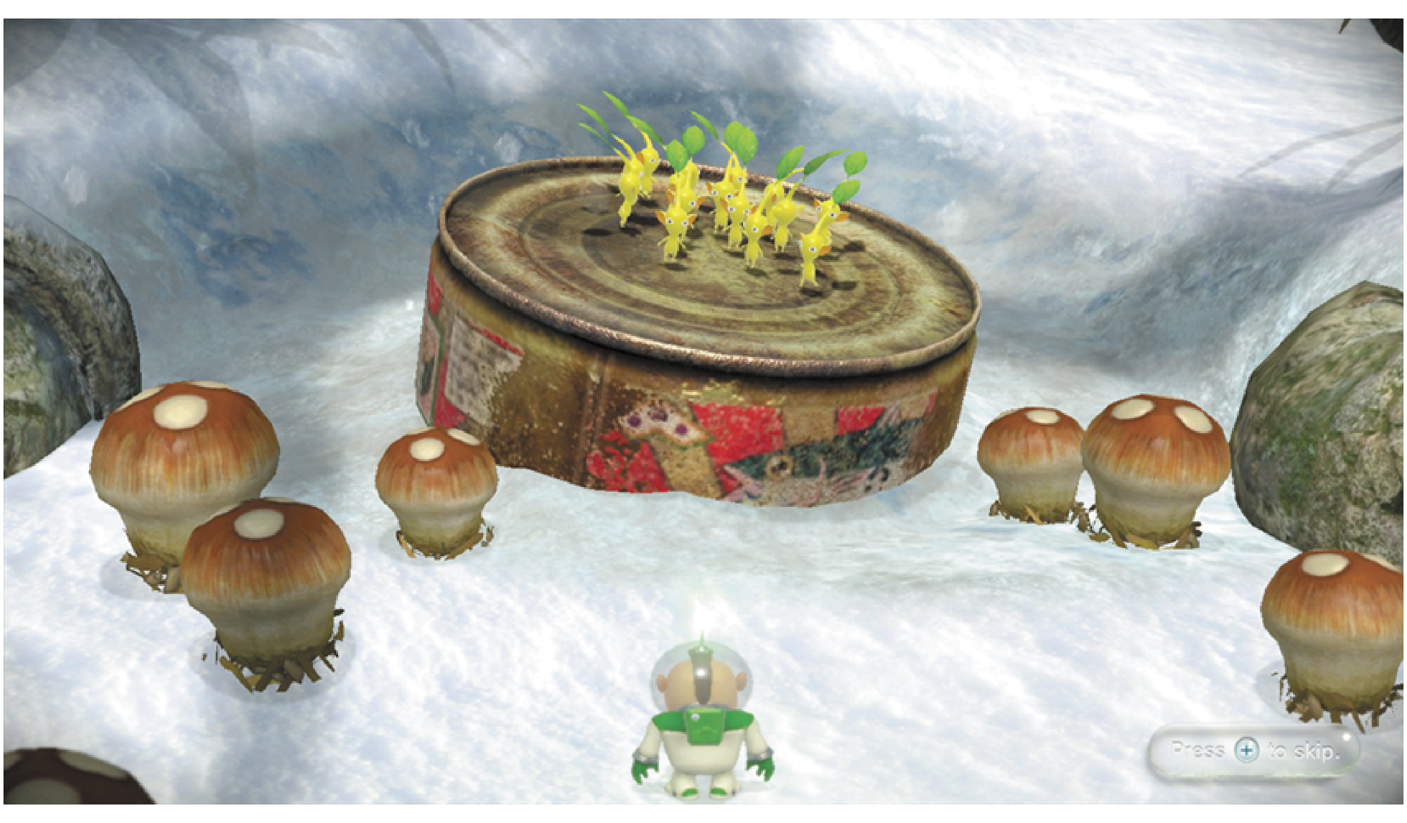
Map: Distant Tundra

Remaining Juice: 3 canisters

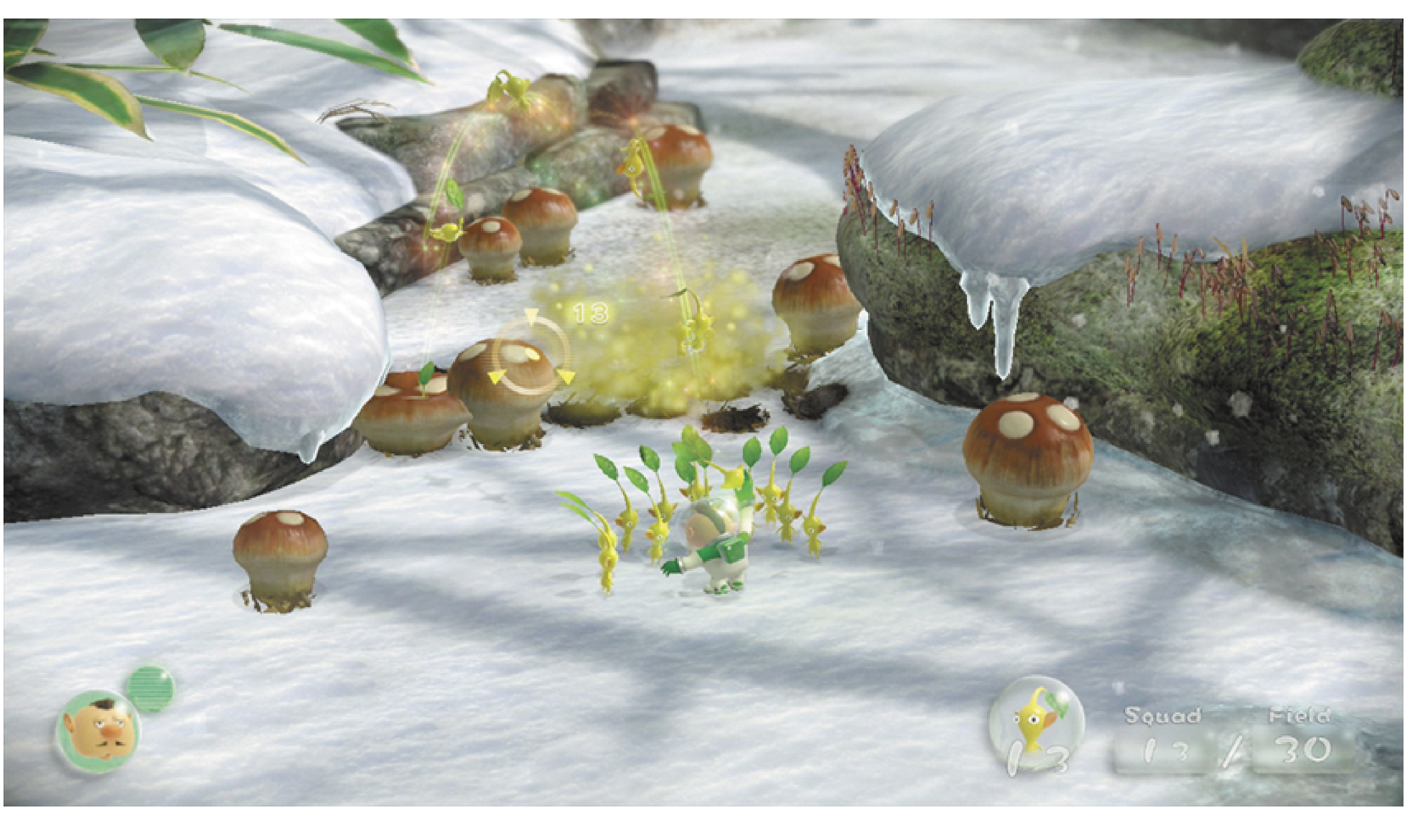
Objectives: Gather Yellow Pikmin and use them to explore the area.

*The Story mode's first day has no time limit. Simply follow the tutorials and complete the required objectives to complete the first half of Day 1.*

① When you assume control of Captain Charlie, his abilities are very limited. The in-game map is not yet active, so you must simply explore the enclosure. As you do, investigate the Yellow Pikmin scattered around the area.



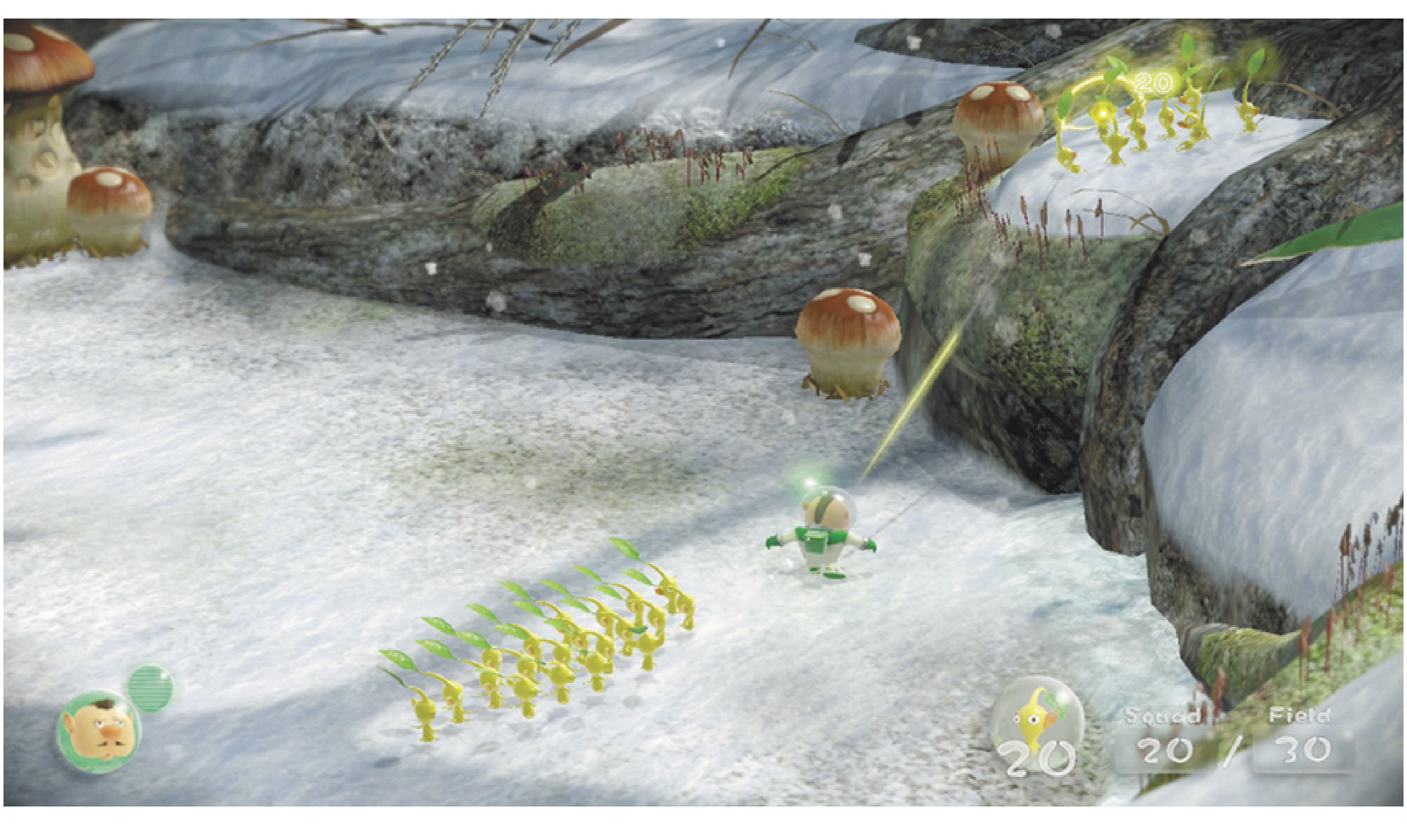
② Locate the tin can holding a large group of Yellow Pikmin. Approach the can until the Pikmin hop down, then follow the on-screen commands to learn some of the game's basic controls. Once you've completed this tutorial, you can head back and collect the Yellow Pikmin located near Captain Charlie's starting position.



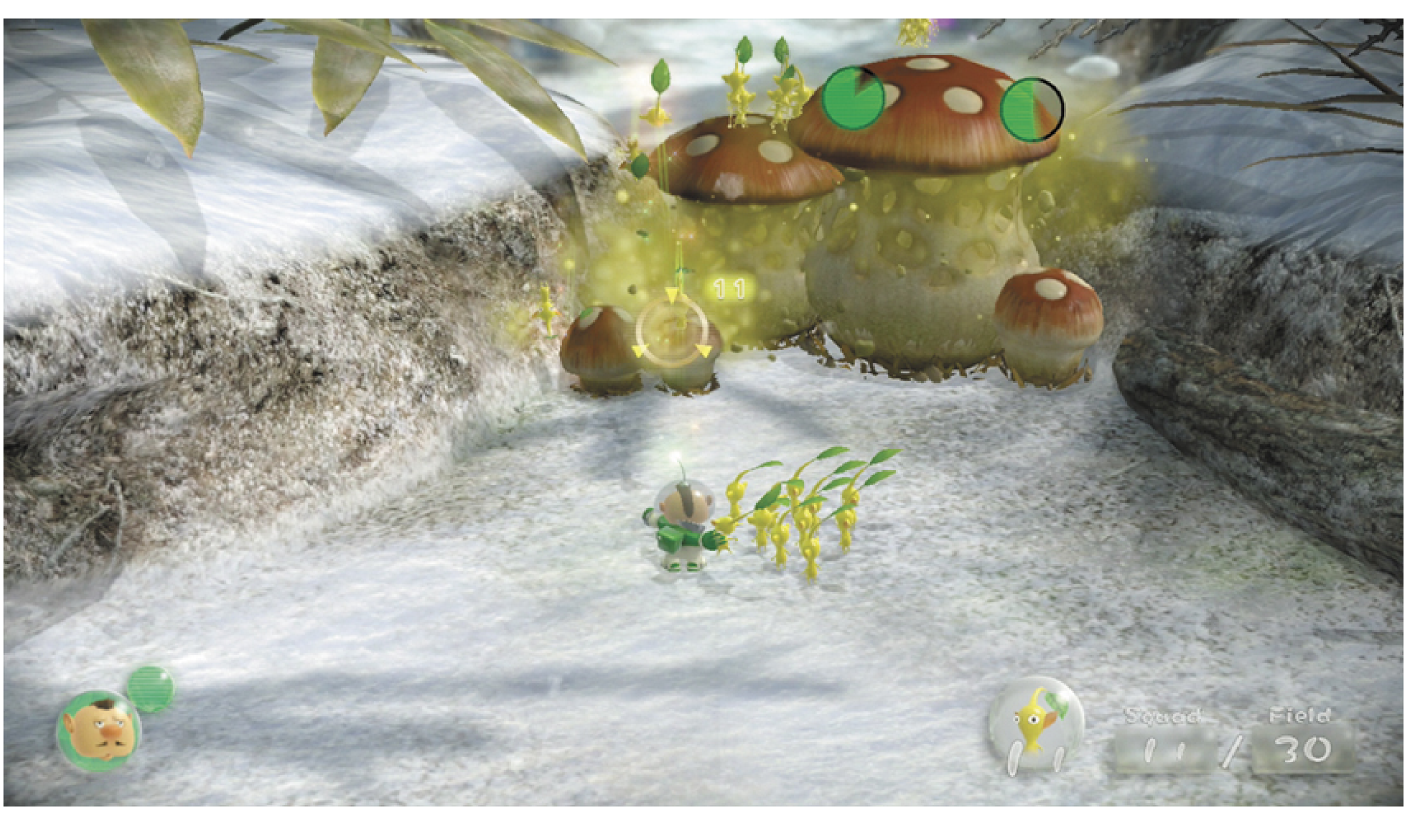
③ The first enclosure contains a total of 20 Yellow Pikmin. When you're ready, throw the Pikmin at the Spotcaps blocking the path.When the path is clear, gather your Pikmin and continue to the second enclosure.

**Tip**

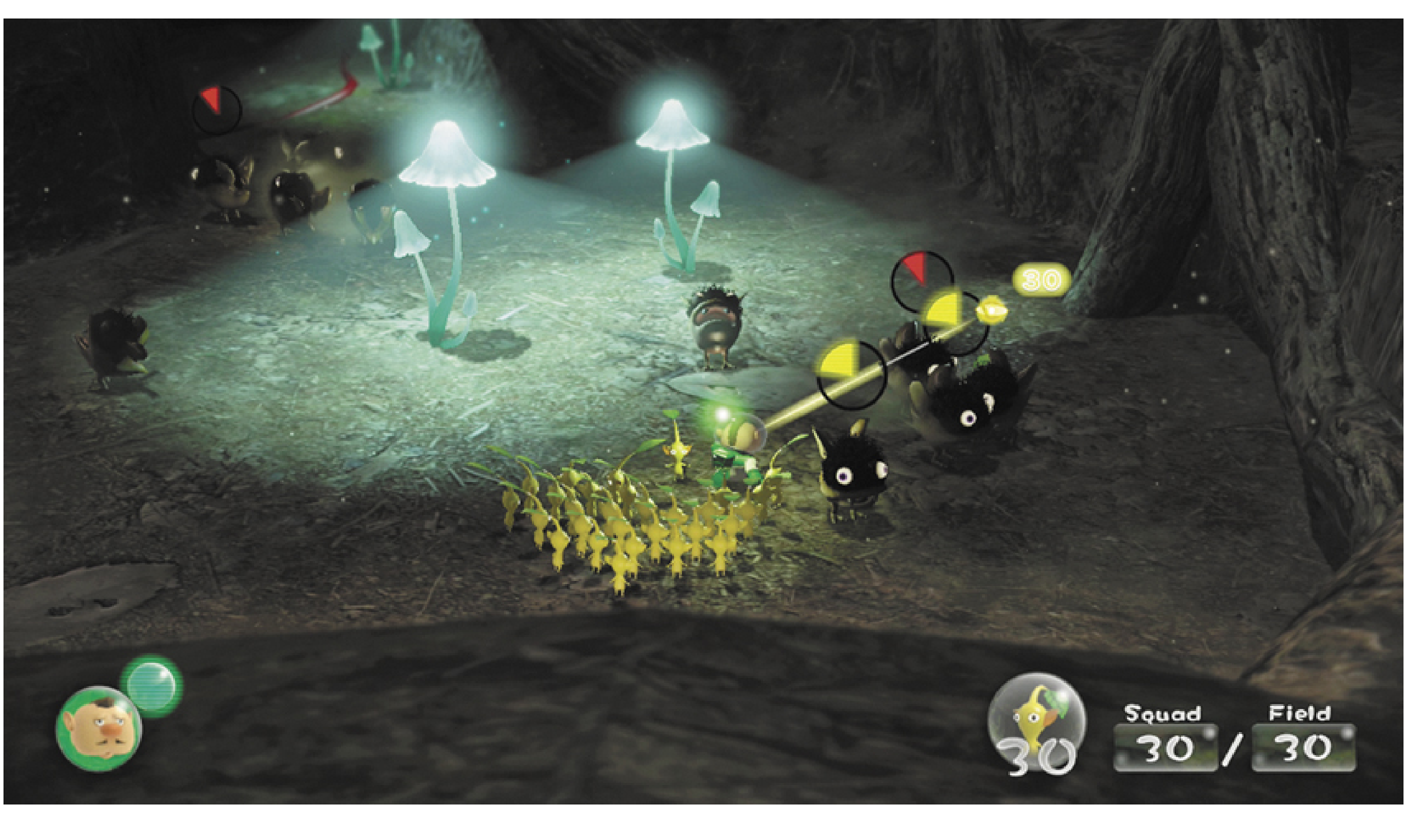
A direct hit will destroy a Spotcap on impact. If your Pikmin land next to a Spotcap, it takes them considerably longer to destroy it.



④ As you enter the second enclosure, veer right to find another group of Yellow Pikmin located on the rocks. Use the whistle to add these 10 Pikmin to your group, then continue to the next set of mushrooms.



⑤ Once again, use your Yellow Pikmin to clear the mushrooms out of your way. Toss several Pikmin onto each of the Kingcaps, then let them work as you destroy the smaller Spotcaps. When the path is clear, round up the Pikmin and continue to the next area.



⑥ Follow the path until you reach a dark cave filled with Phosbats. Pass over the glowing spots on the ground to reveal some Glowcap Mushrooms. Throw the Yellow Pikmin at the Phosbats to clear them out as they flee the light. Defeat all of the Phosbats to trigger a short cinematic and end the first half of Day 1.

**Tip**

Battling the Phosbats is a great opportunity for some combat practice. If you'd rather skip it, however, you can simply run past the Phosbats to trigger the cinematic.

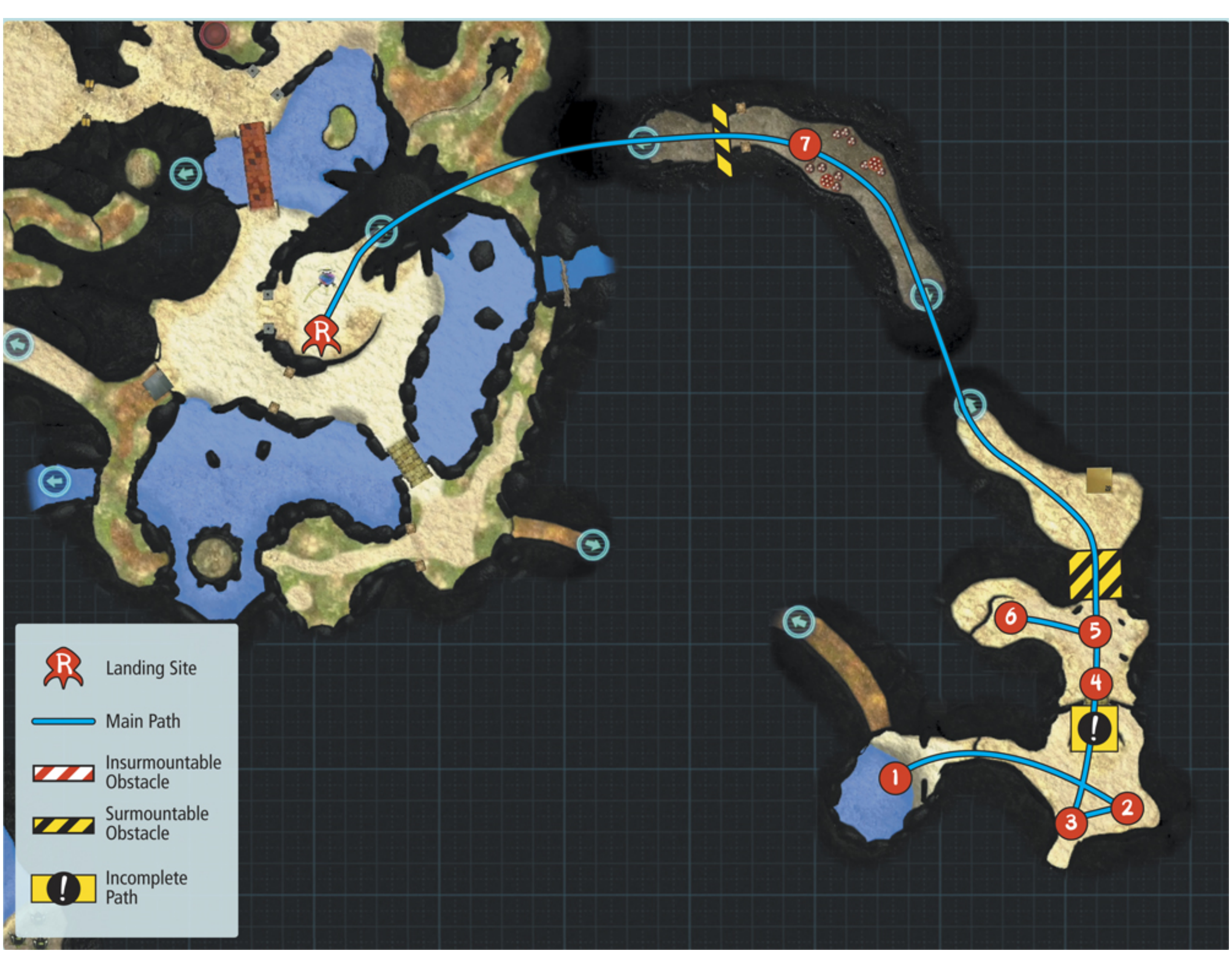
**Progress Report: Day 1 (Part 1)**

The first half of Day 1 ends when you complete these tasks:

- Complete a series of basic game-play tutorials.
- Destroy the obstacles in your path.
- Reach the Phosbat cave.

When you complete these tasks, you automatically travel to the Tropical Wilds and assume control of Alph.

# Day 1 (Part 2) - Tropical Wilds

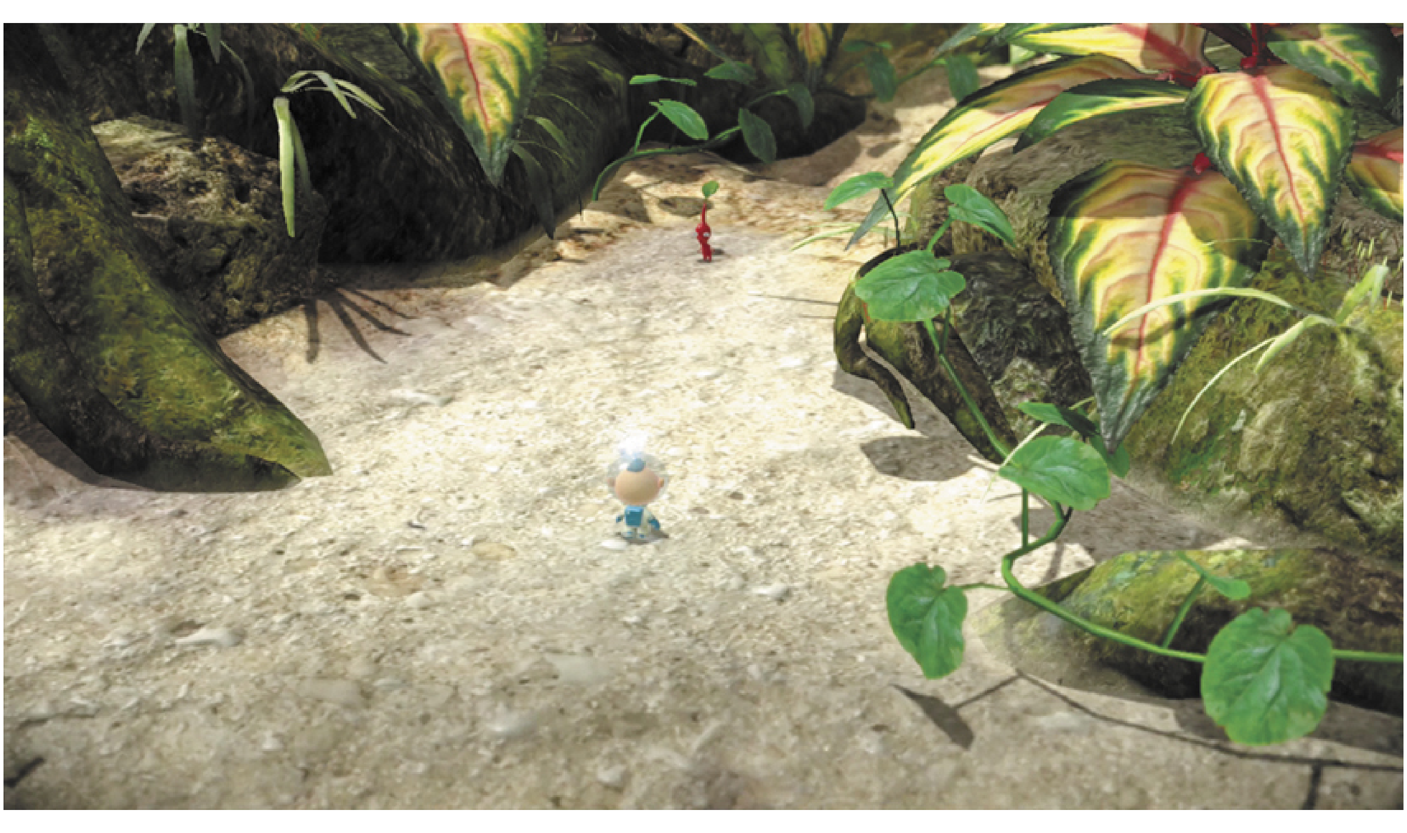


Map: Tropical Wilds

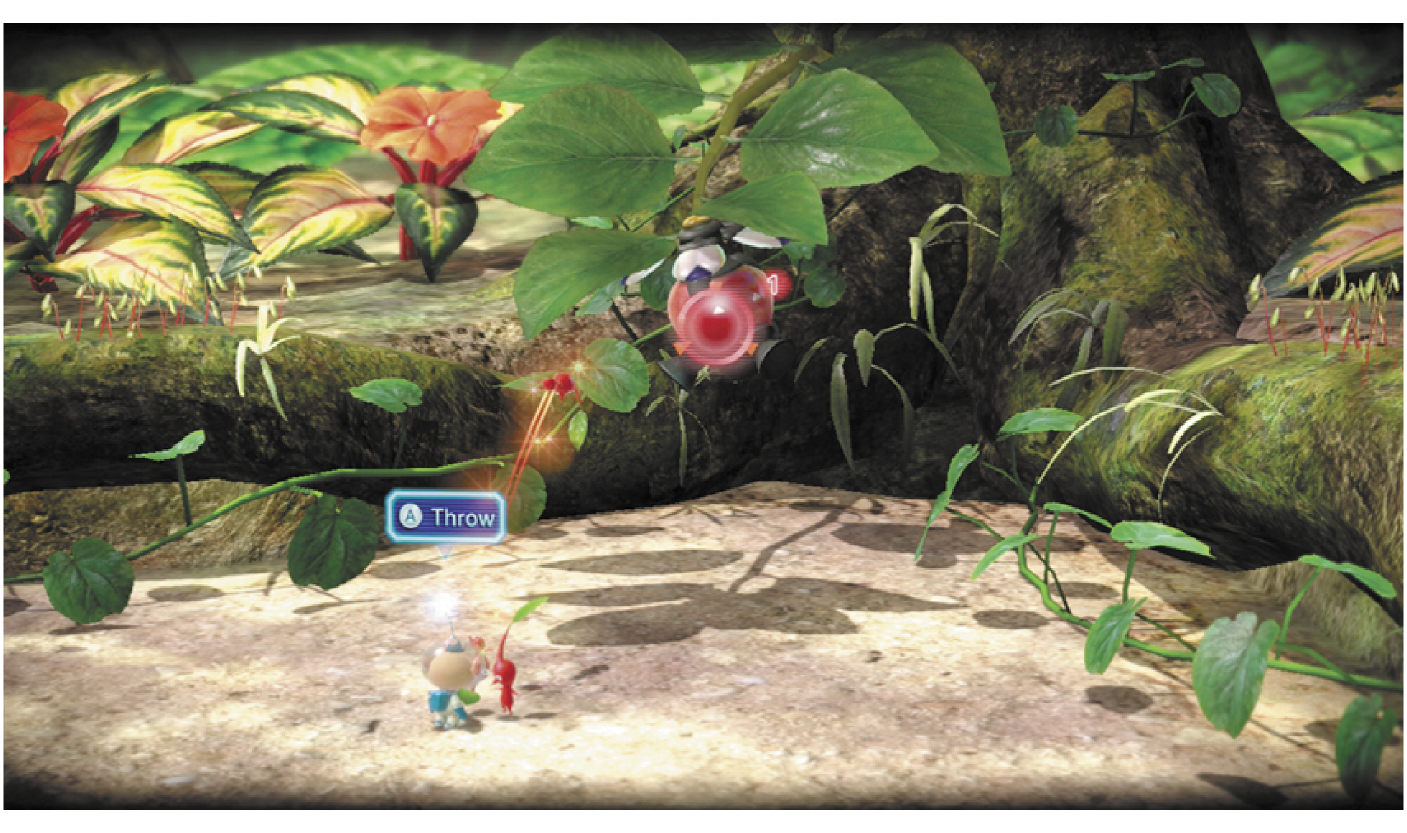
Remaining Juice: 3 canisters

Objectives: Acquire at least 20 Red Pikmin, recover the KopPad, and reach the S.S. Drake.

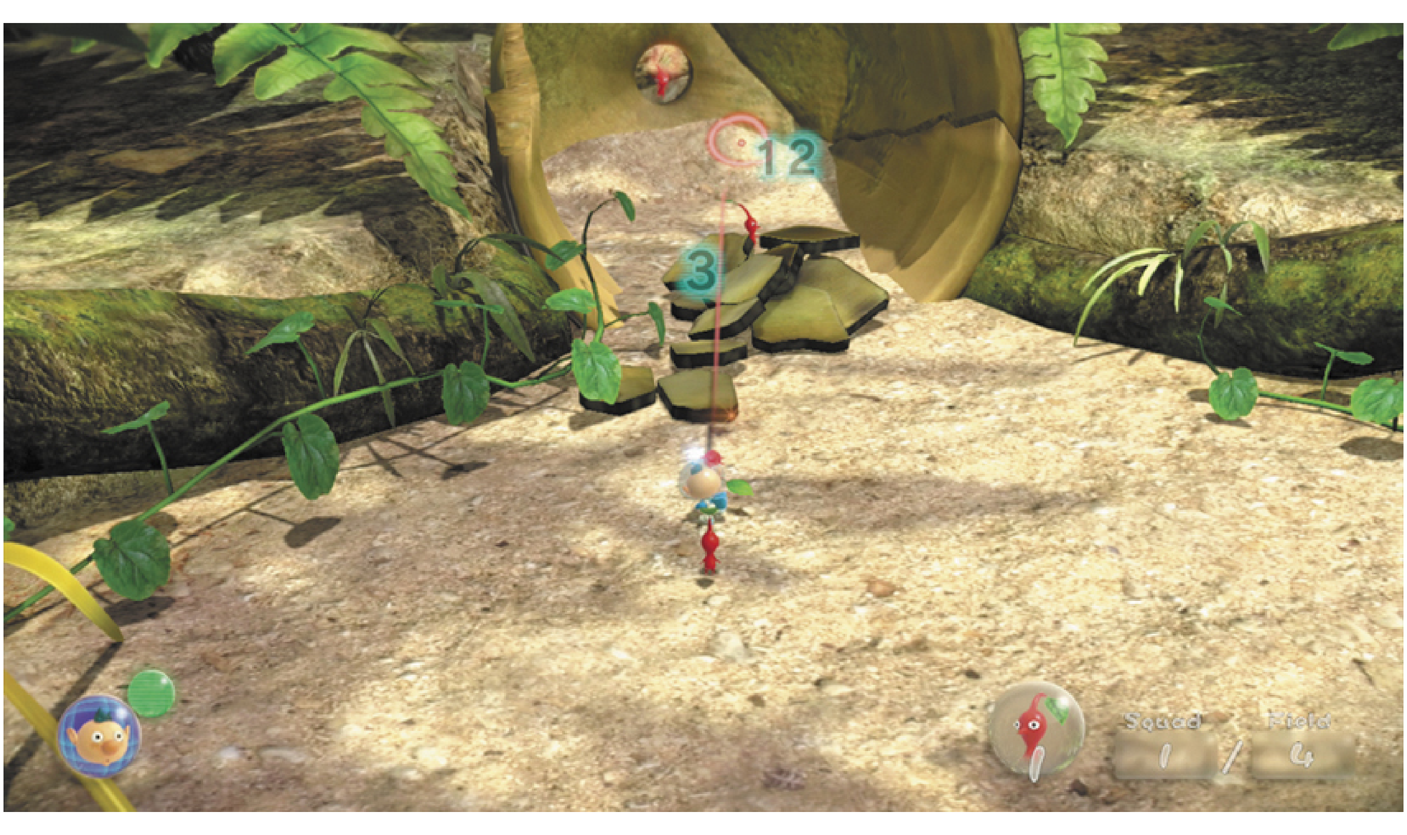
*None of the crew members are faring particularly well, but Alph had the good fortune of landing near the ship's crash site. As such, it's up to him to get this mission back on track. Recruit some Red Pikmin to help you overcome obstacles, reclaim the missing KopPad, and reach the safety of the S.S. Drake.*



① When you gain control of Alph, leave the water to find a Red Pikmin standing near the enclosure's exit. When the Pikmin flees, follow it out of the enclosure.



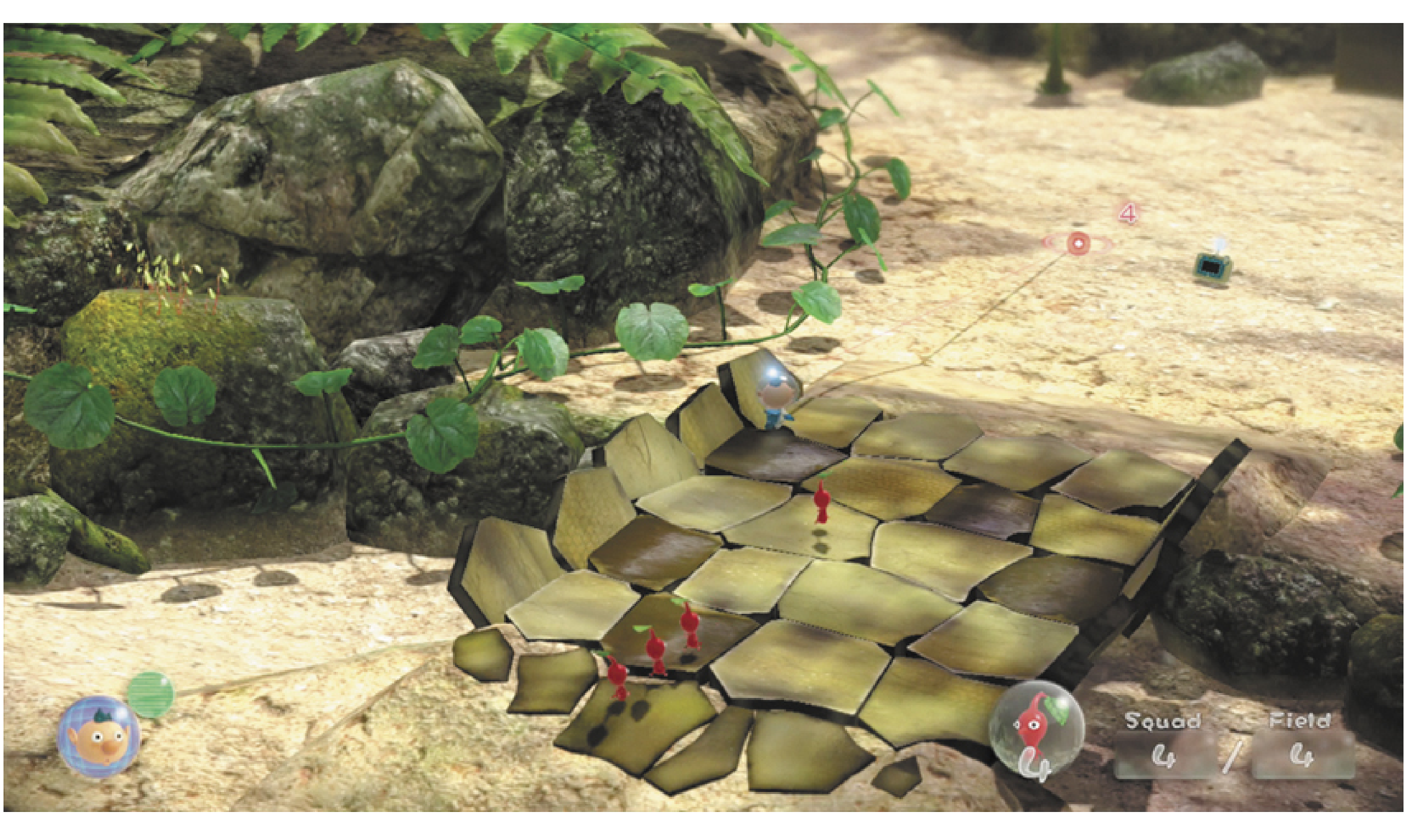
② Cross to the three Red Pikmin and help them free their Onion from the nearby tree. Call the Pikmin to you, then throw them up to the Onion. When all three Pikmin are in place, their combined weight brings the Onion crashing to the ground.



③ After you free the Onion, gather the Pikmin and lead them to the nearby flower pot. Locate the Red Pikmin hiding in the pot and call it over to you. Toss all four Pikmin into the pile of Fragments and wait for them to finish their work.

**Note**

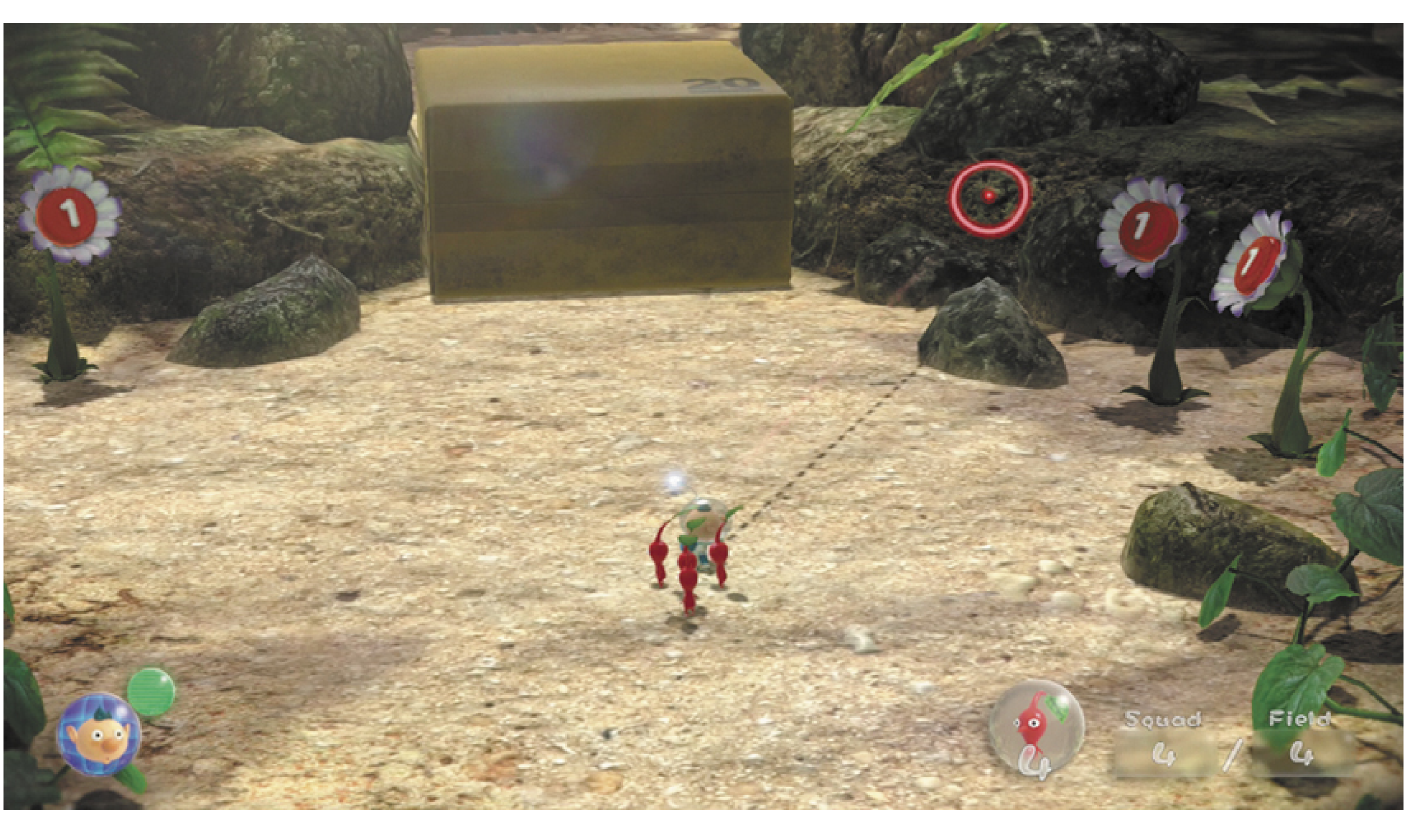
Any Pikmin you assign to a Fragment pile will work until the pile is gone. When all of the Fragments have been used, the Pikmin will head back to the pile's original location and wait for new orders.



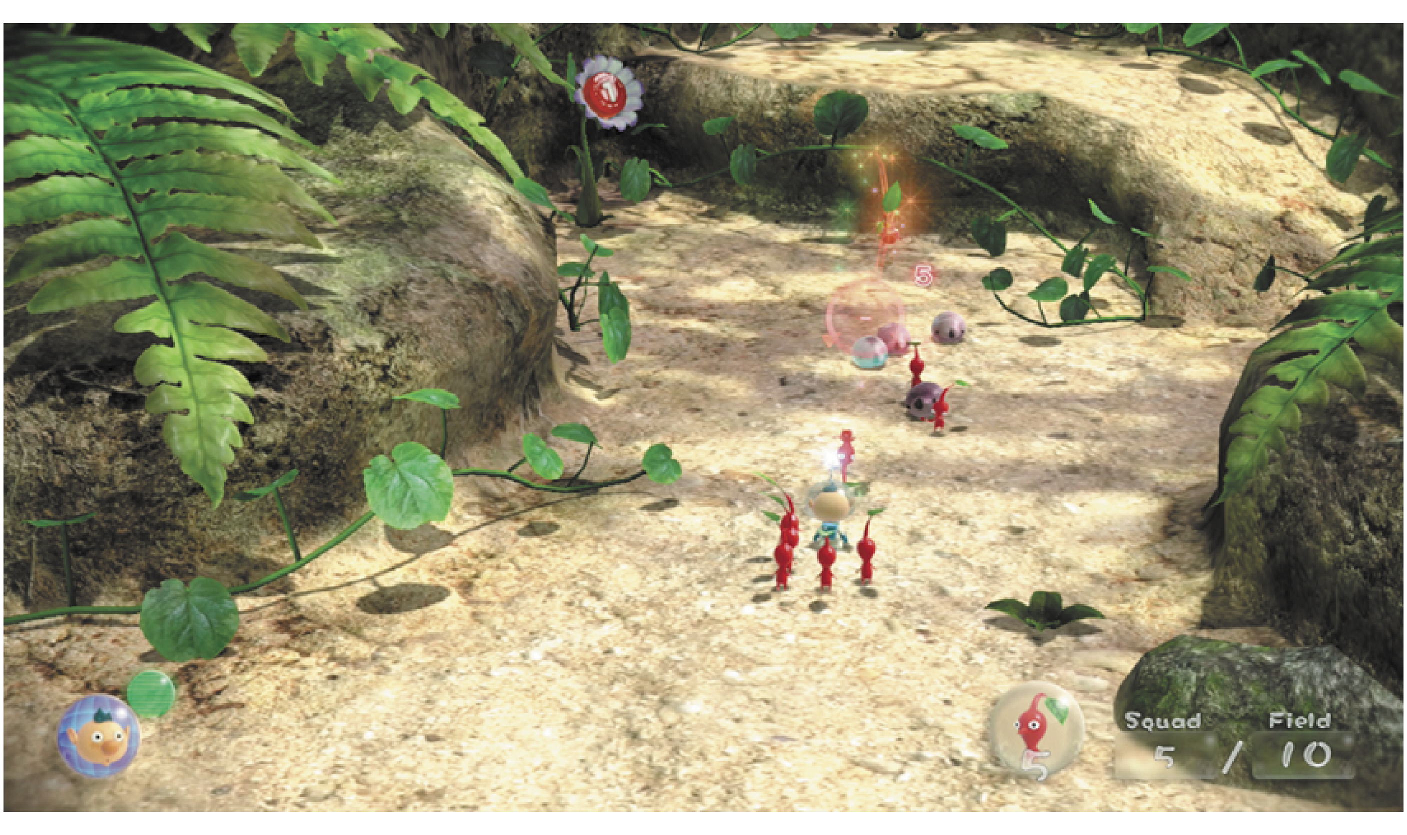
④ The Pikmin use the Fragments to build a bridge over the nearby trench. When they're finished, gather the Pikmin and head across the bridge to find Alph's missing KopPad. Follow the instructions on the Wii U Game Pad to locate the S.S. Drake's crash site.

**Note**

The map can be set to rotate with the camera or to remain in a fixed position. Tap the compass in the upper-left corner of the Touchscreen to toggle between the two modes.



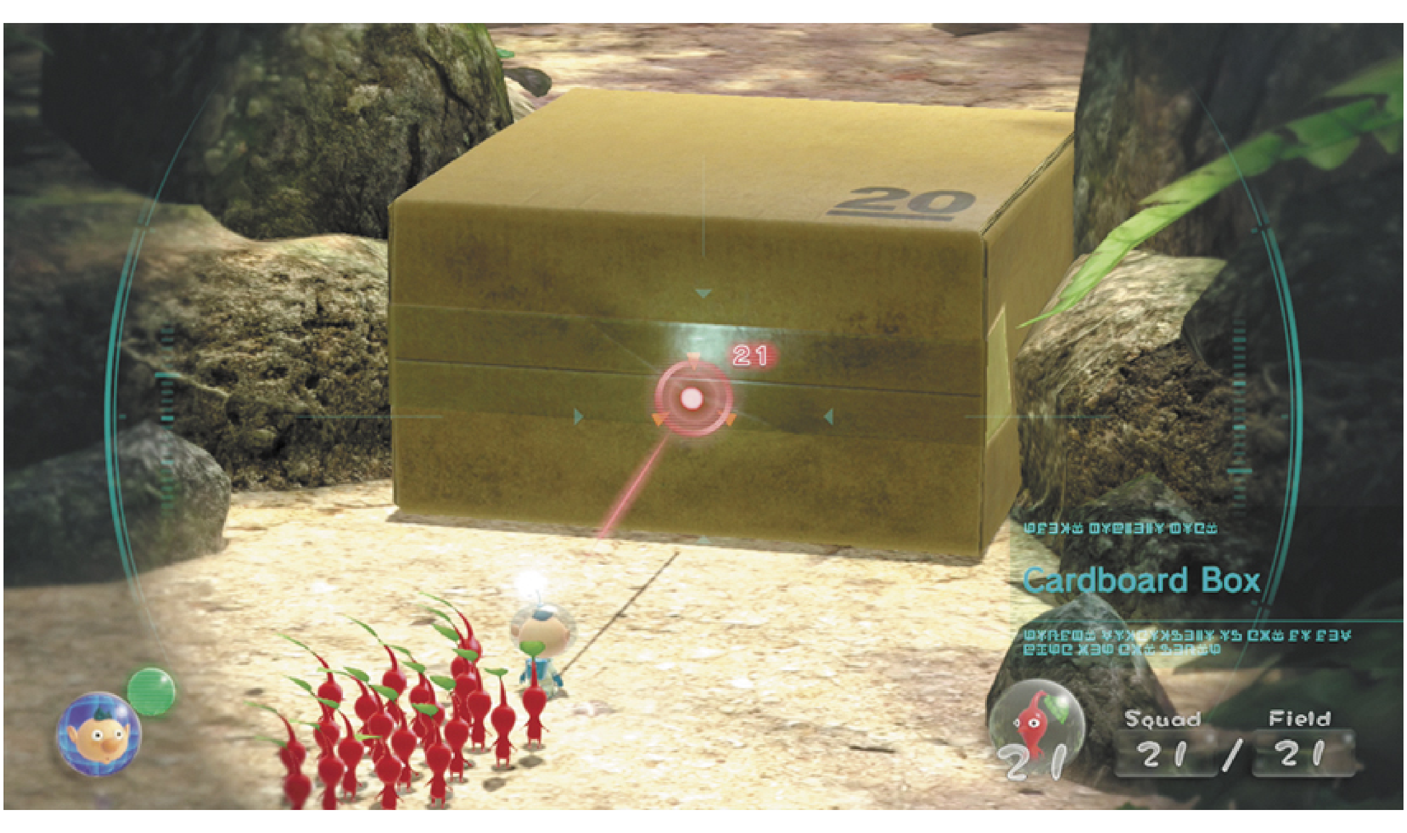
⑤ It'll take the combined strength of 20 Pikmin to move the Cardboard Box blocking the path to the crash site. Toss a Pikmin onto each of the three Pellet Poises surrounding the obstacle. Follow your Pikmin as they deliver the pellets to the Onion, then pluck the resulting sprouts to gain six new recruits.



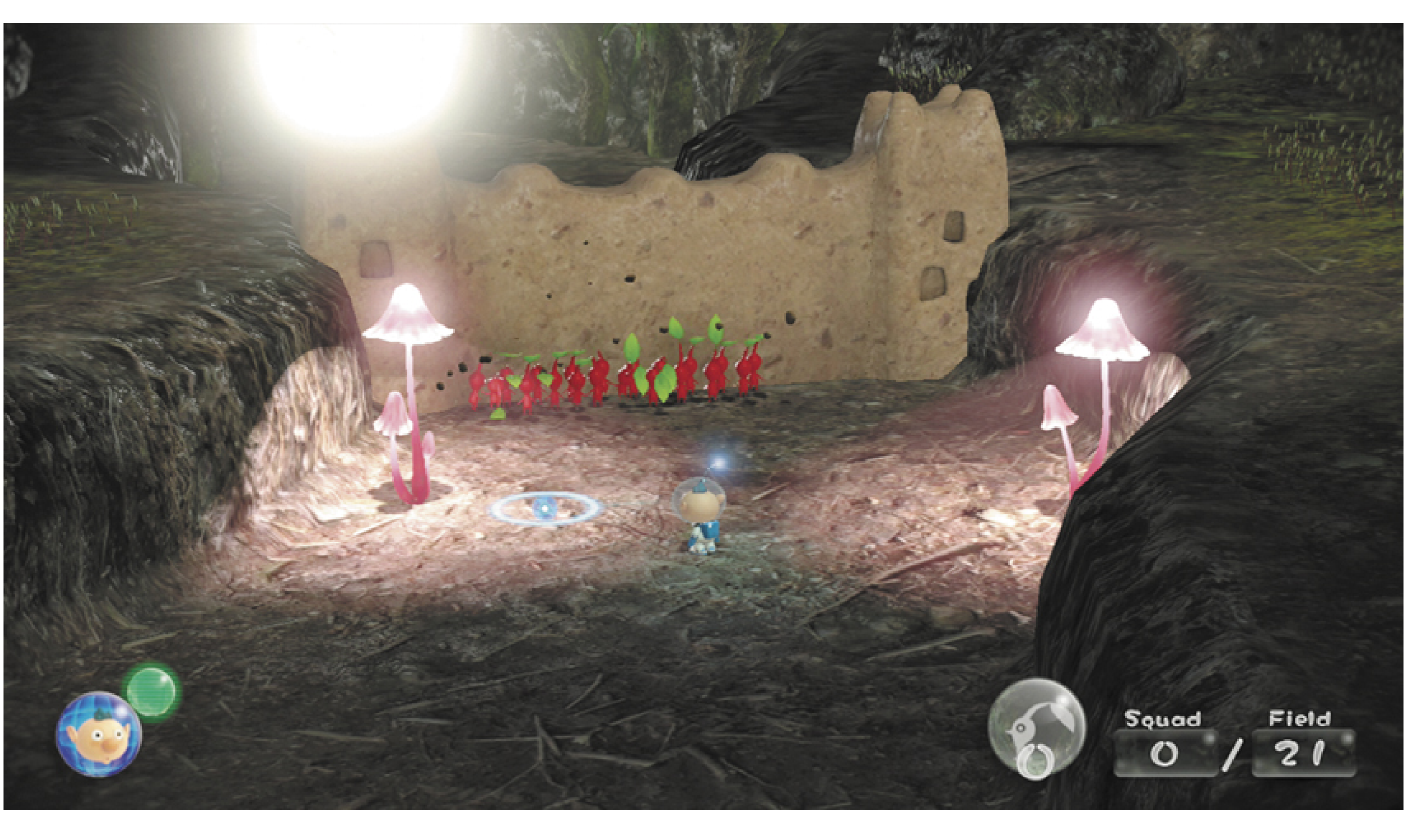
⑥ Gather your Red Pikmin and move to the enclosure just west of the Cardboard Box. Throw the Pikmin onto the Female Sheargrubs that emerge from the ground and allow one Pikmin to carry each of the defeated enemies back to the Onion. Use your remaining Pikmin to destroy the nearby Pellet Poises. You should have just enough Pikmin to carry both the pellet on the ground and the 5 Pellet on the nearby ridge.

**Tip**

As the 5 Pellet is being transported, run back to the Onion and gather five idle Pikmin, then throw them at the 5 Pellet to help speed up the task.



⑦ Pluck any remaining sprouts and gather your Pikmin. Move back across the bridge, lock onto the Cardboard Box, and dismiss your Pikmin to send them all charging to your target. Once the Cardboard Box is cleared out of your way, collect the revealed Data File and follow the path toward the crash site.



⑧ Head toward the S.S. Drake until a Dirt Wall blocks your path. Lock onto the obstacle and dismiss your Pikmin to send them charging into the obstacle. Wait for your allies to chip away at the Dirt Wall until the path is clear, then gather the Pikmin and continue along the path to trigger a cinematic and end Day 1.

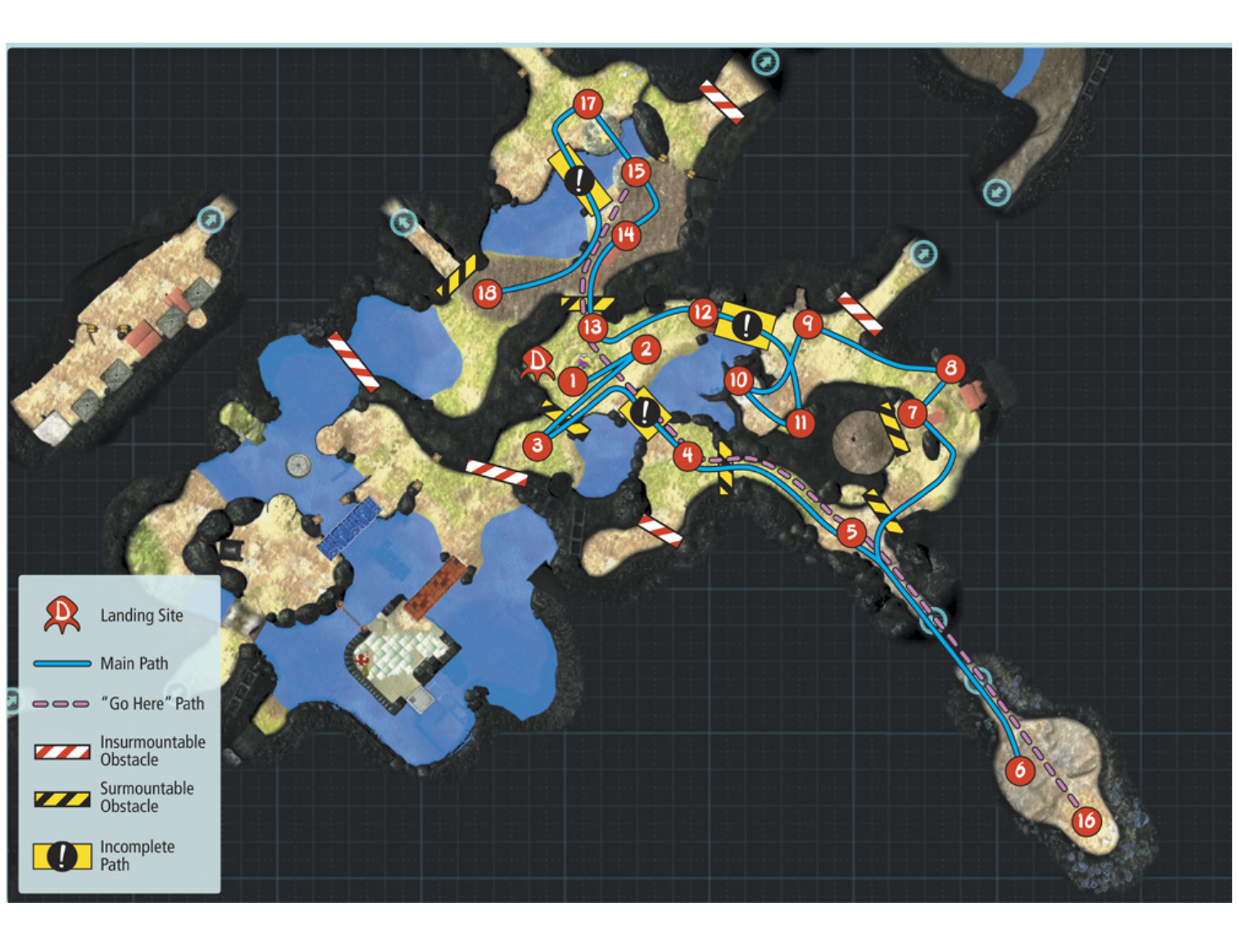
**Progress Report: Day 1 (Part 2)**

The second half of Day 1 ends when you complete the following tasks:

- Gain the Red Pikmin.
- Build a bridge.
- Recover Alph's KopPad.
- Reach the S.S. Drake.

Travel to the Garden of Hope when you're ready to begin Day 2.

# Day 2 - Garden of Hope

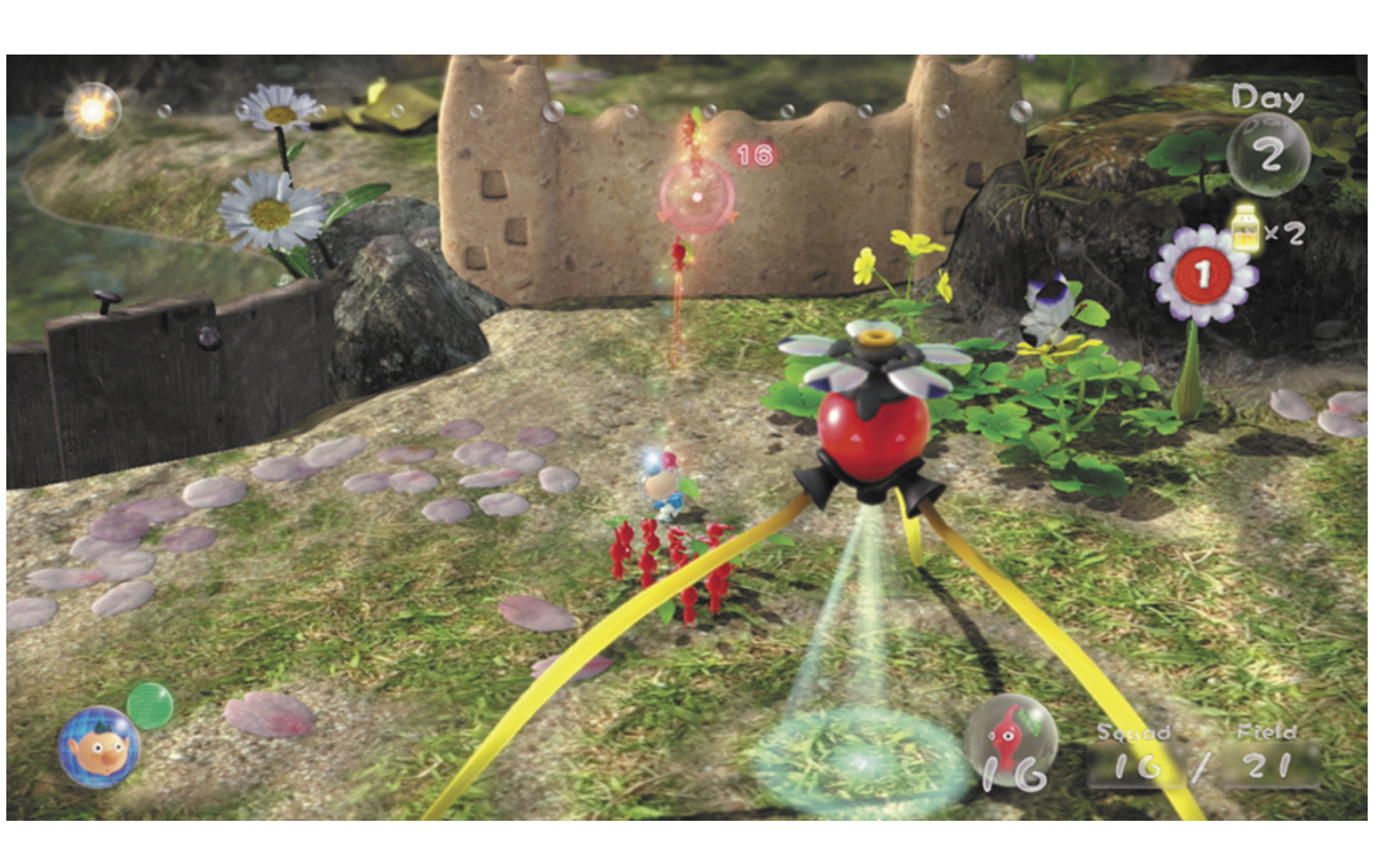


Map: Garden of Hope

Remaining Juice: 2 canisters

Objectives: Rescue the Rock Pikmin, Free Brittany, begin gathering fruit, and create paths to new areas.

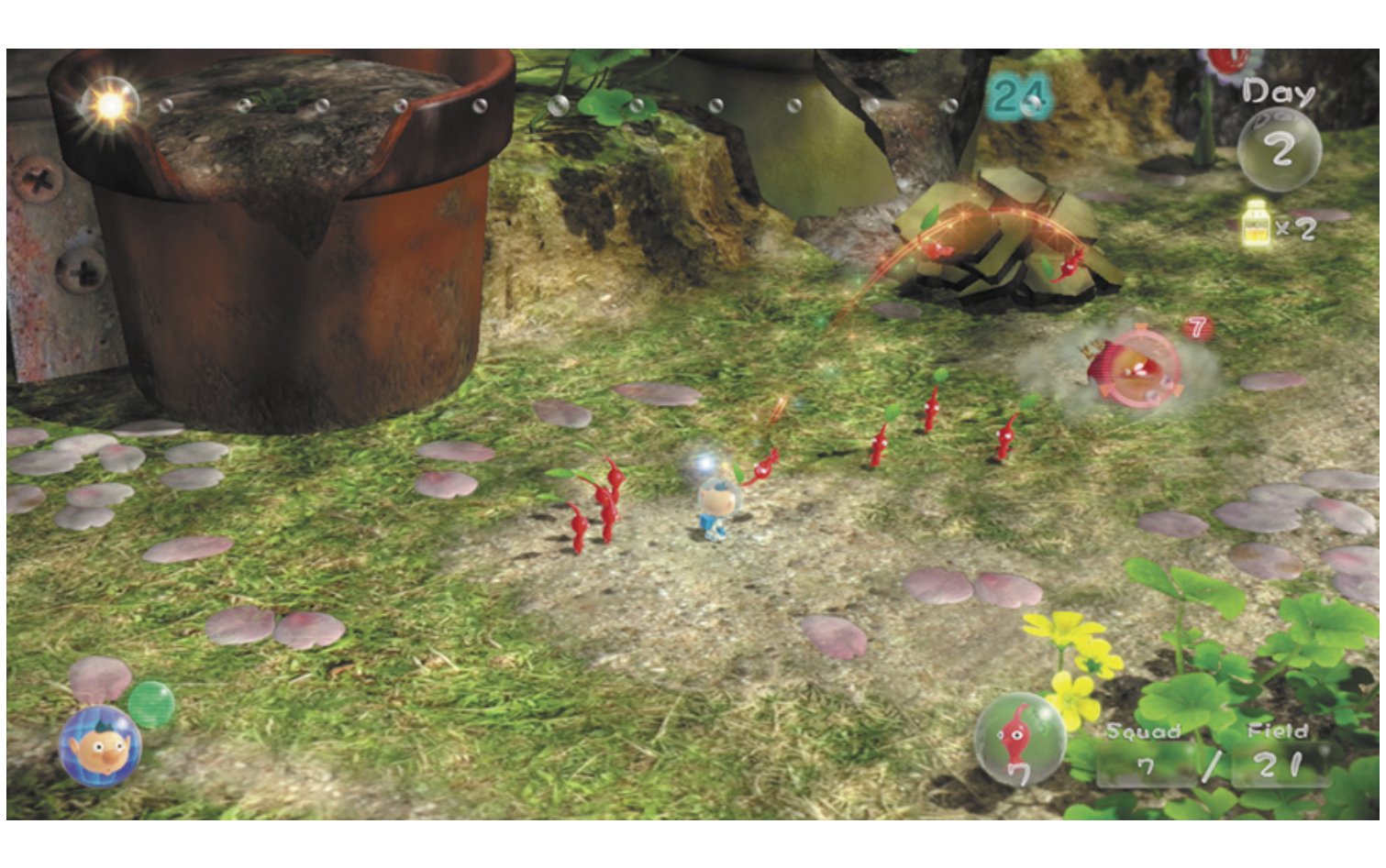
Alph has managed to track Brittany's signal to a nearby area. Head for the Garden of Hope and track down the stranded crew member. As you explore the map, keep an eye on the timer that appears along the top of the screen. From this point on, you'll automatically return to the S.S. Drake when you run out of daylight.



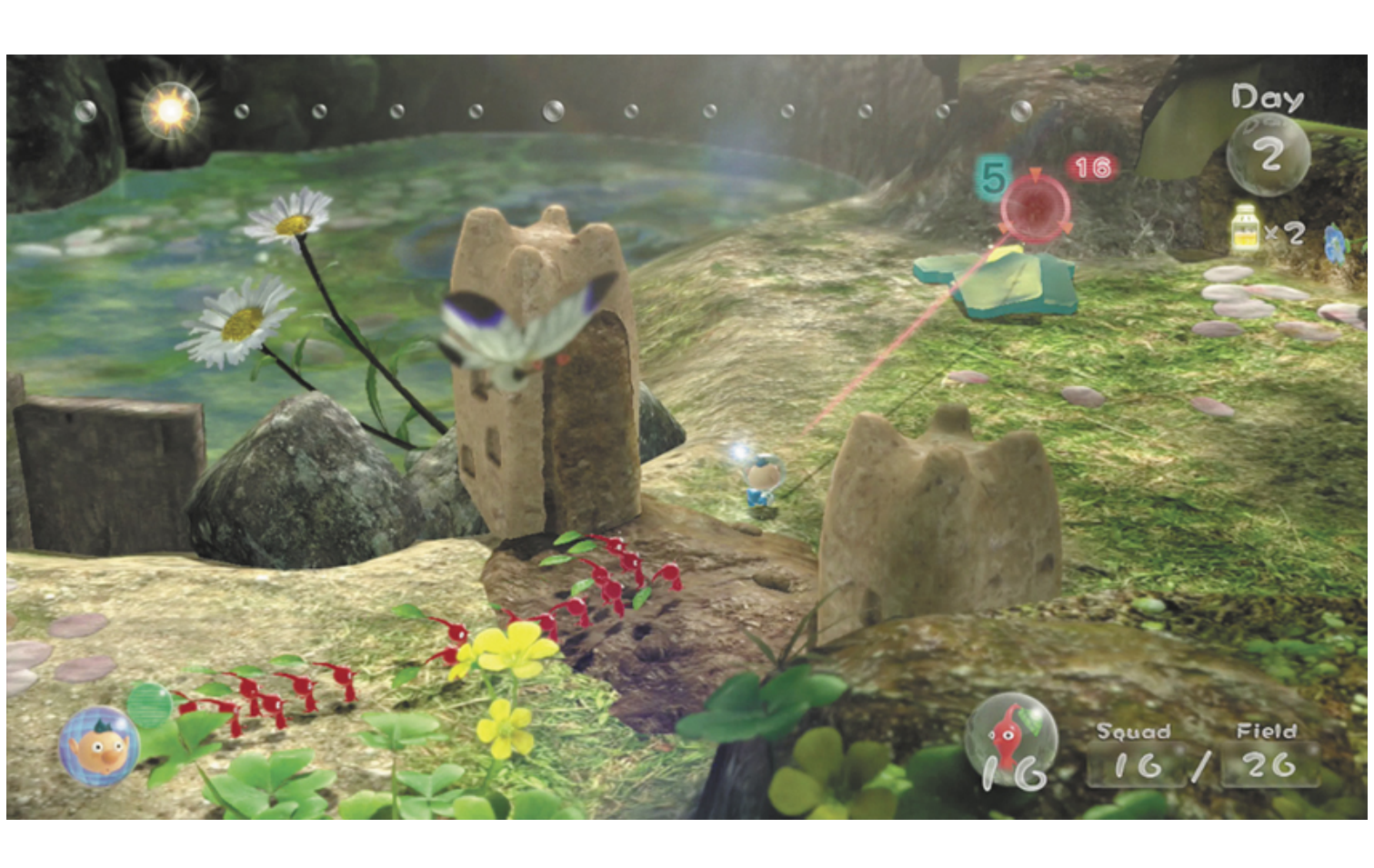
1 When you land, call all of the Red Pikmin out of the Onion. Toss about 10 Pikmin onto the Dirt Wall just south of the landing site, then head north to find a Dwarf Bulborb near a Fragment pile.

**Tip**

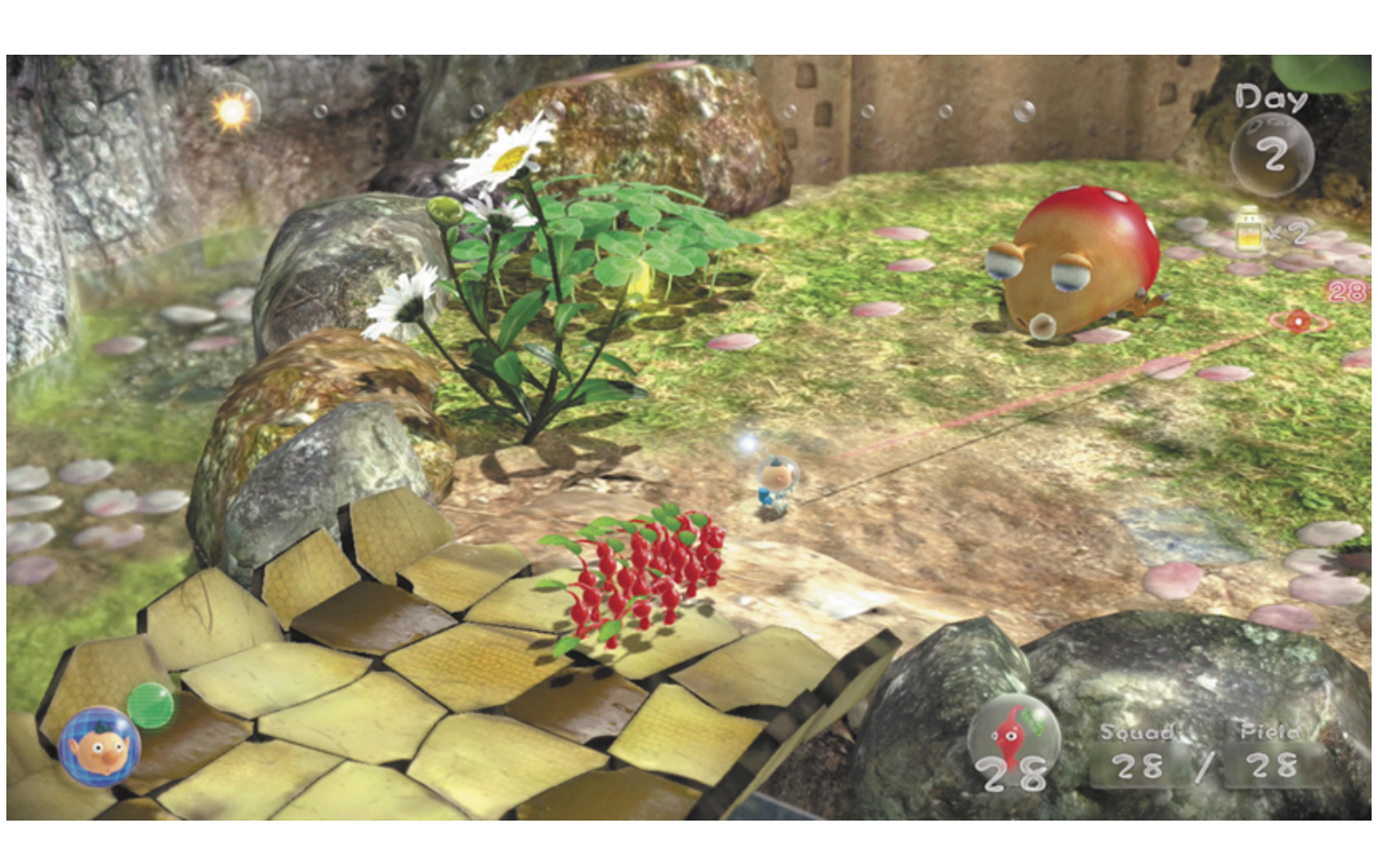
Don't waste time investigating the Crystal Wall near the landing site. You can't destroy it until you acquire the Rock Pikmin.



2 Throw a Pikmin directly onto the Dwarf Bulborb to defeat it quickly. Assign three Pikmin to carry the fallen enemy back to the Onion, then send the rest of your army into the nearby Fragment pile.



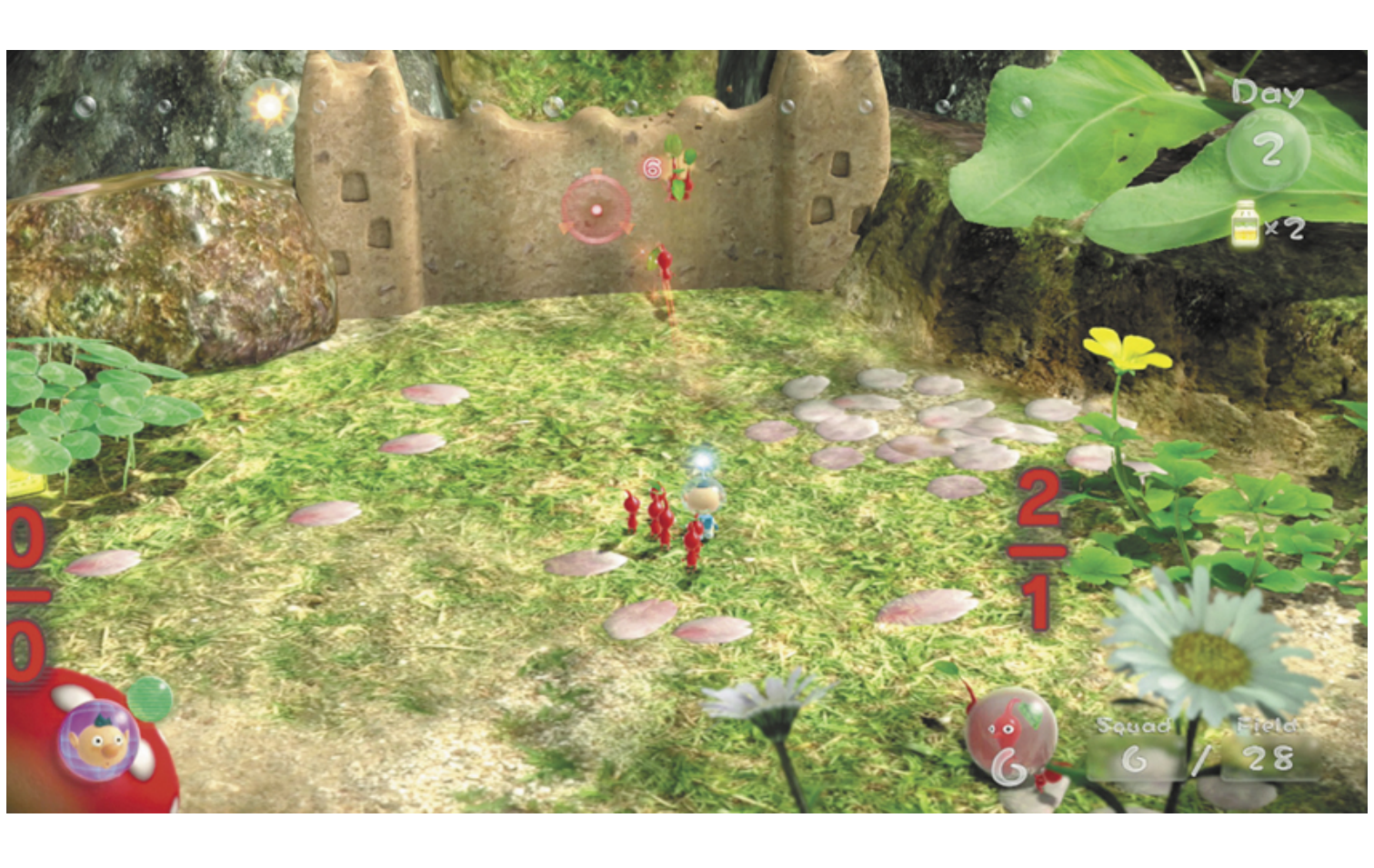
3 Return to the Onion and pluck the sprouts when they appear. As the first group wears down the Dirt Wall, use your new Pikmin to harvest any pellets in the area. When the Dirt Wall is destroyed, gather the idle Pikmin and send them charging into the newly accessible Fragment pile.



4 As the last Fragments are carried to the bridge, use the time to make a final sweep of the area. Harvest any remaining pellets, pluck sprouts, collect Data Files, and gather idle Pikmin. When the work is complete, lead all of your Pikmin across the bridge and defeat the sleeping Bulborb.

**Tip**

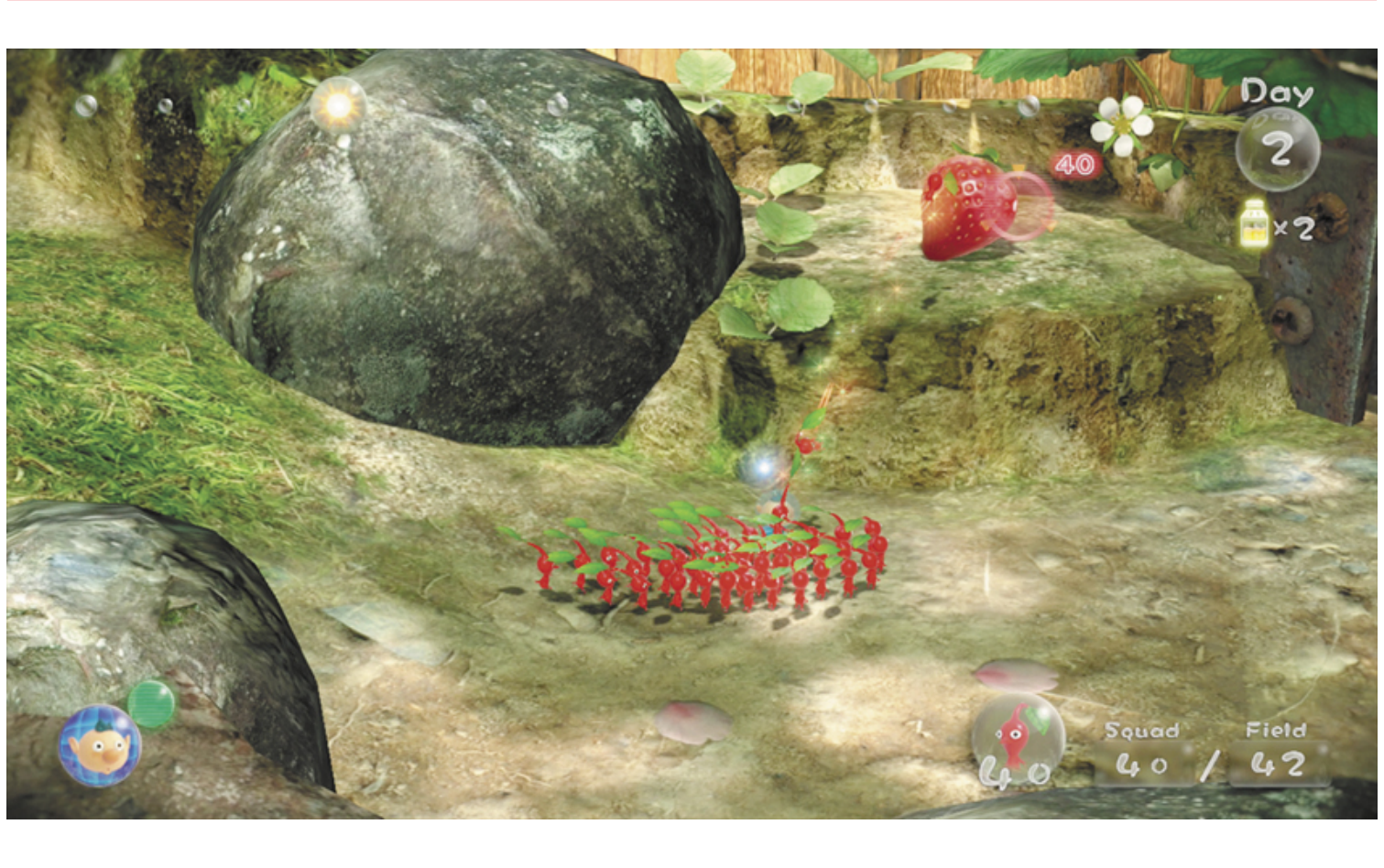
A Bulborb's eyes are very susceptible to damage, but it's generally best to attack these creatures from behind. Slip around the sleeping enemy and toss all of your Pikmin onto its back. With a large enough army, you should be able to finish the enemy before it has a chance to eat any of your Pikmin.



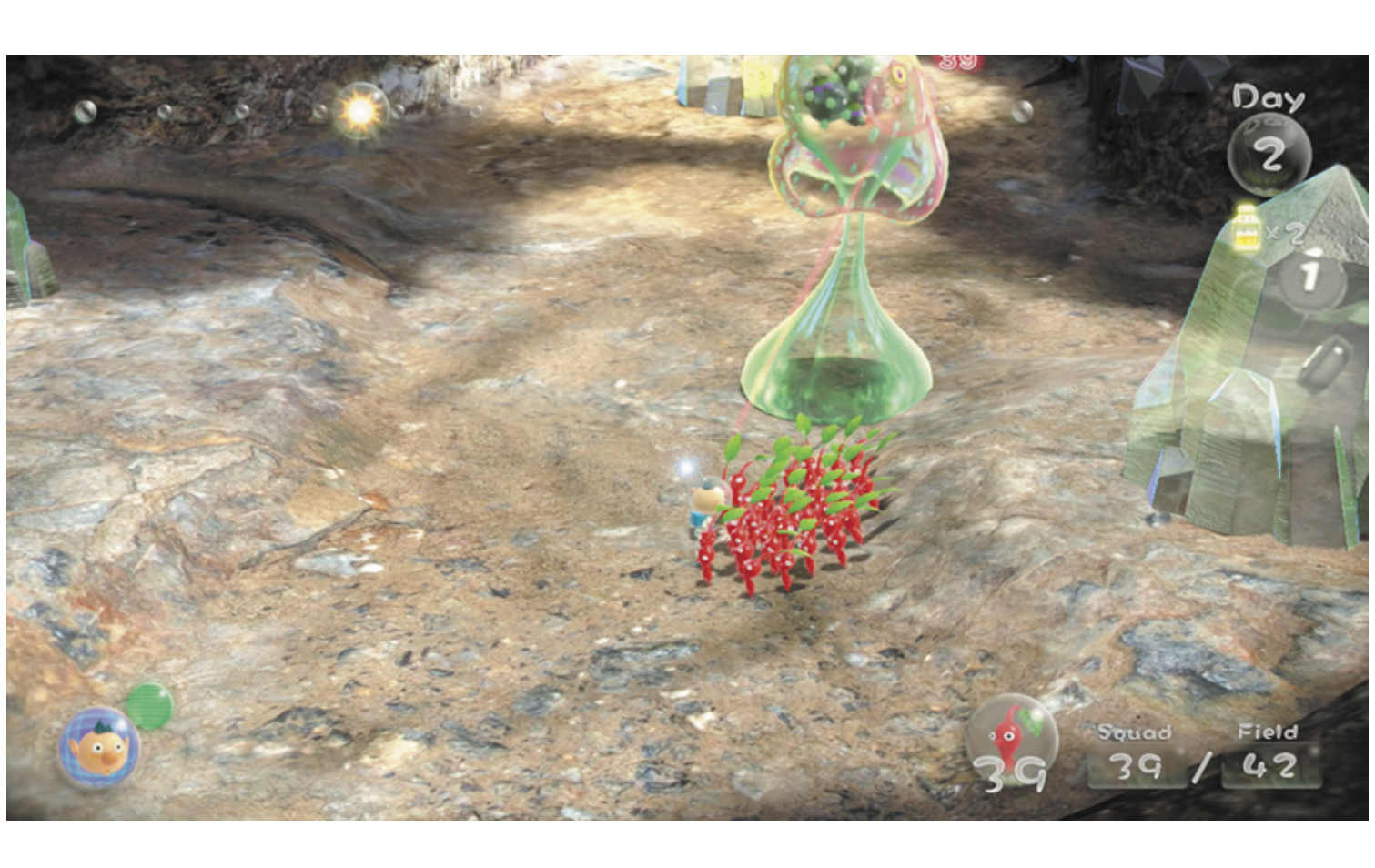
Assign 10 Pikmin to the fallen Bulborb, and consider harvesting the surrounding Pellet Poises. Put the remaining Pikmin to work on the nearby Dirt Wall, then grab the Data File hidden in the nearby clover patch. Pluck the new sprouts back at the Onion, then gather the idle Pikmin and assign them to help on the Dirt Wall. When the path is clear, continue east to the next area.

**Caution**

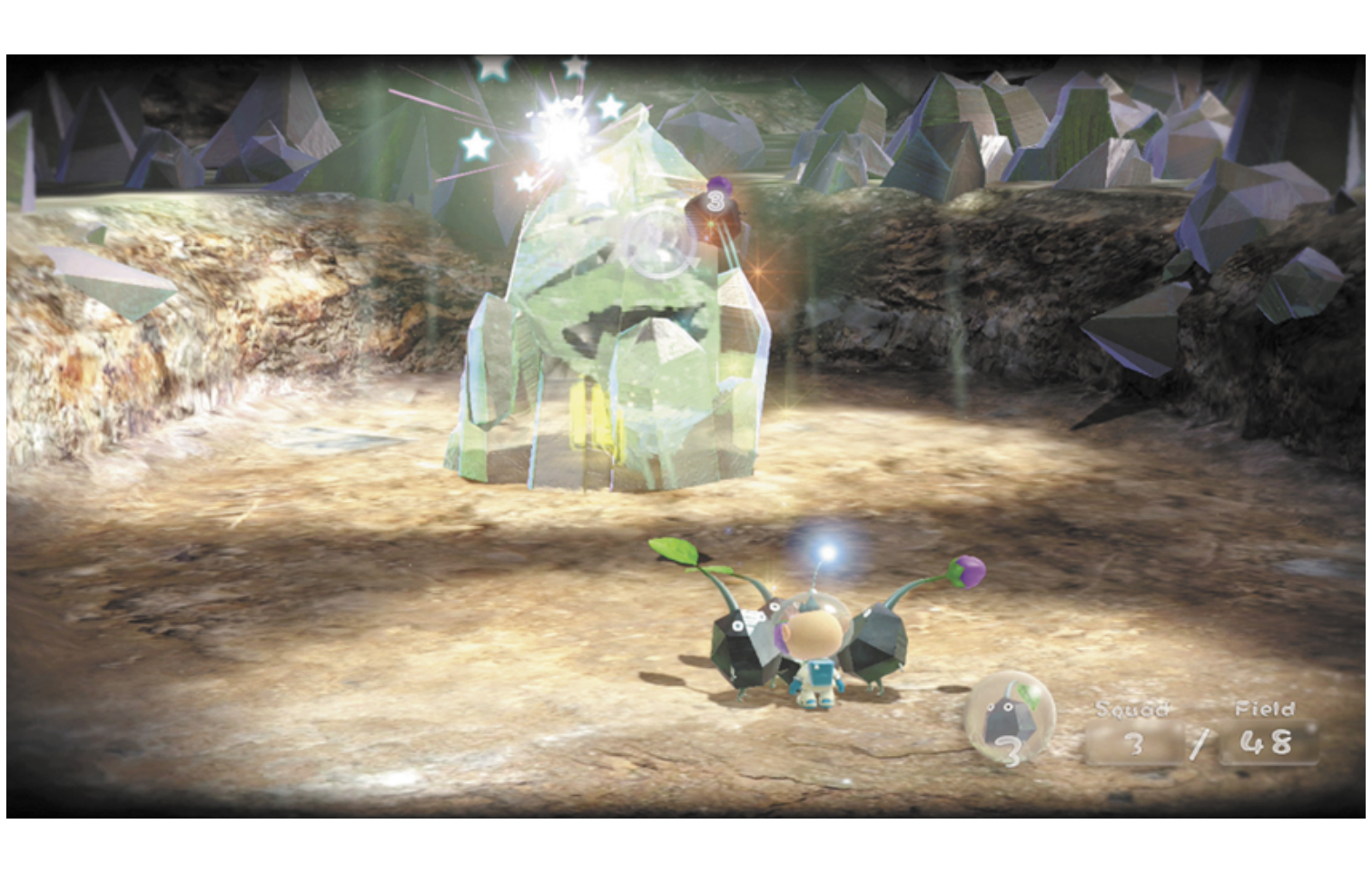
Don't attempt to destroy the Electric Gate at this time. Only Yellow Pikmin can safely deal with these hazardous barriers.



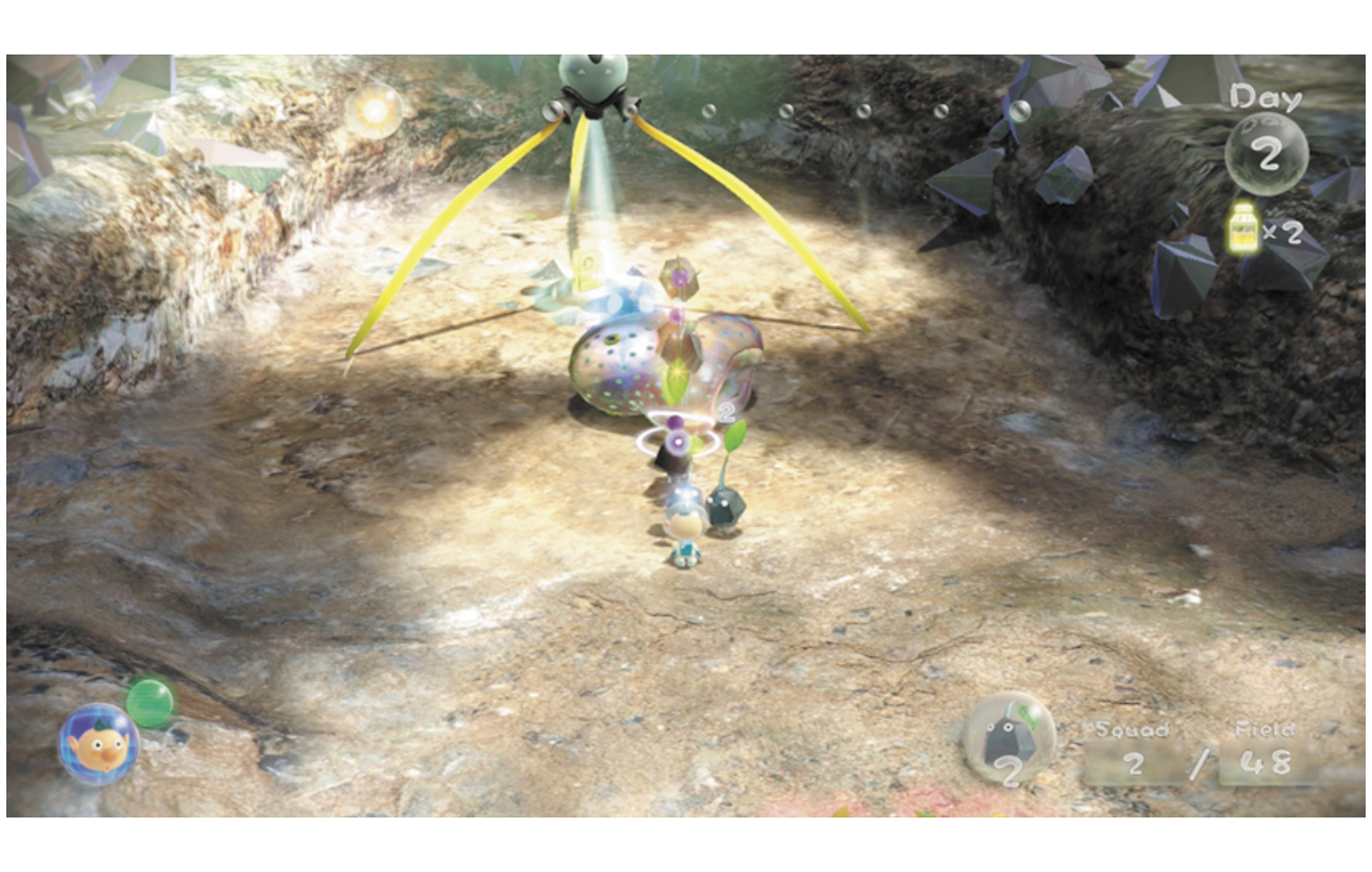
5 Follow to trigger a cinematic showing Brittany's location. To reach her, you must find a way to destroy a Crystal Wall blocking the area. Toss three Pikmin up to the Sunseed Berry (strawberry) on the small ledge just west of the Crystal Wall, then follow the path as it curves south.



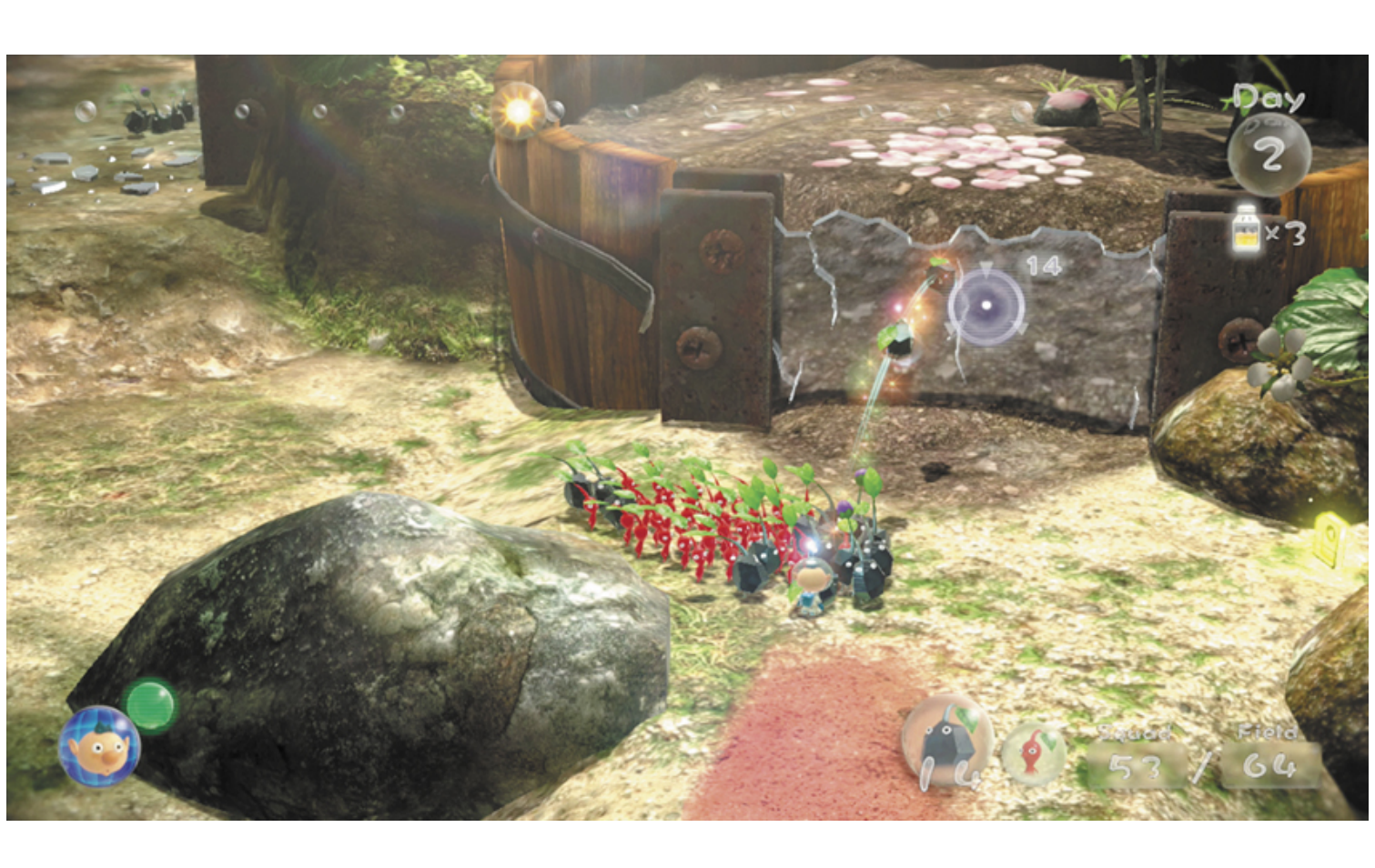
6 When you find the cave, cross toward the back wall to reveal a Medusal Slurker hiding in the area. Avoid the creature's sticky appendage—any Pikmin standing below the Medusal Slurker will be caught in its attack. Throw your Pikmin onto its body and call back any Pikmin that the creature shakes loose. Continue your attack until the creature falls to free the Rock Pikmin trapped within it.



Once freed, the Rock Pikmin begin attacking the Large Crystal at the back of the cave. Call the Rock Pikmin over to you, then throw them directly at the crystal to speed up the process. Keep attacking until the crystal shatters, freeing the Onion trapped inside.



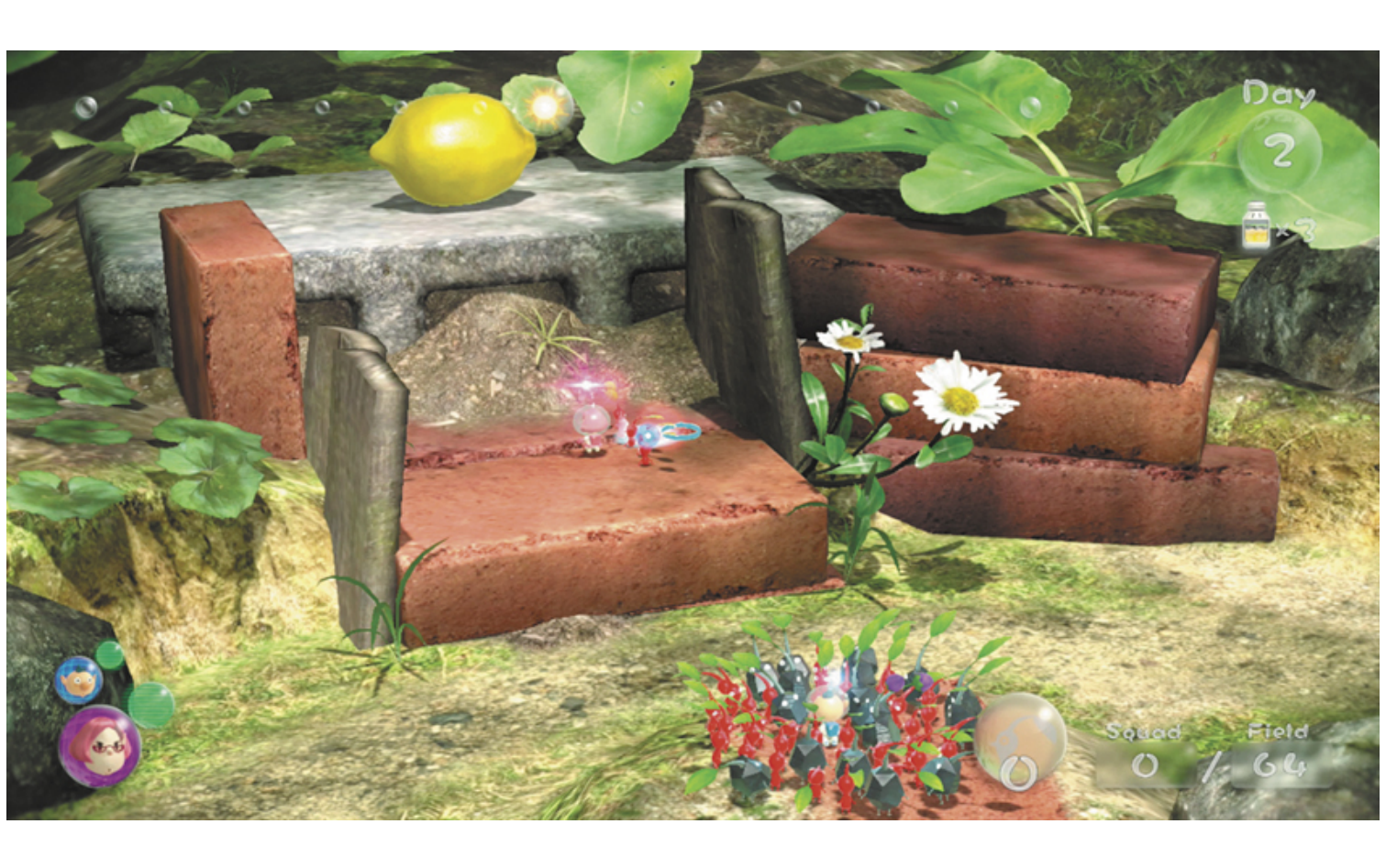
Have the Rock Pikmin carry the defeated enemy to the Onion, then pluck the resulting sprouts and grab the nearby Data File. Throw your Rock Pikmin at the cave's remaining crystals to find some pellets and another Data File. Pluck the new sprouts, then gather all of your Pikmin and leave the cave.



7 Use the Rock Pikmin to destroy the Crystal Wall just outside the cave, then smash the Crystal Wall keeping Brittany inside her enclosure. When Brittany is free, follow her instructions to collect the nearby Face Wrinkler (lemon).

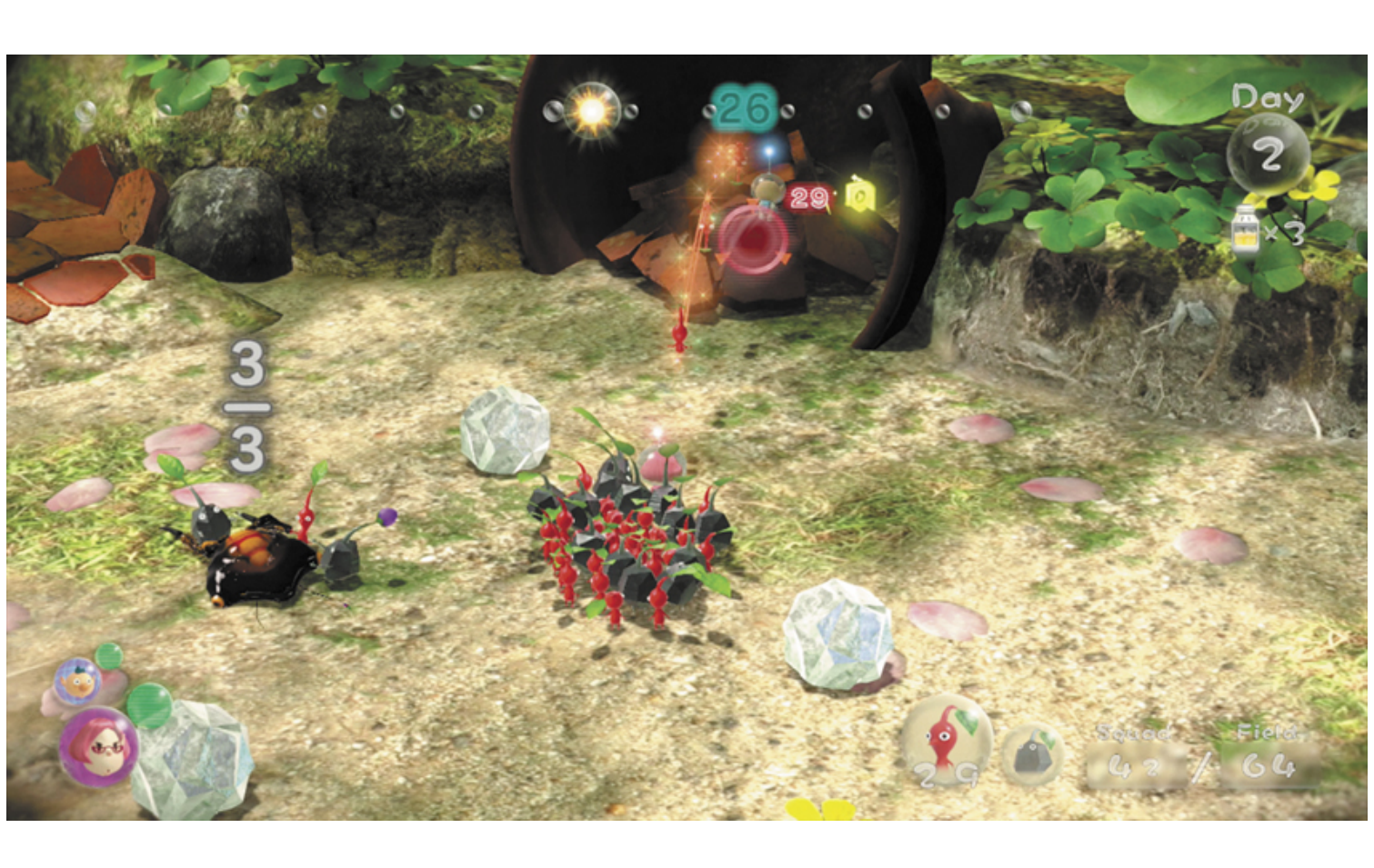
**Tip**

Remember to collect the Data File near each of the Crystal Walls.

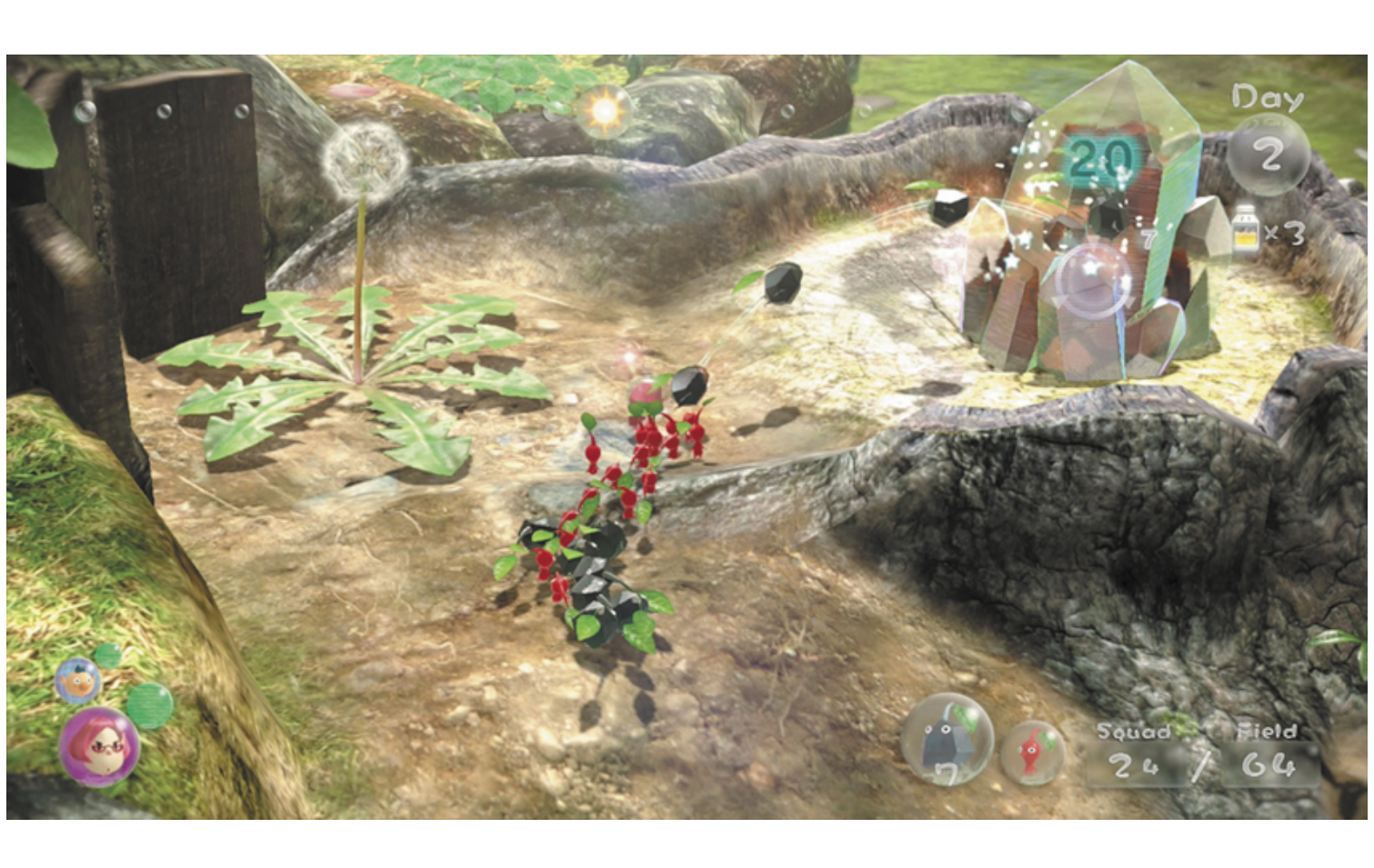


8 Throw Brittany onto the brick just below the Face Wrinkler, then toss five Red Pikmin over to her. Switch crew members and toss Brittany's Pikmin up to the Face Wrinkler. As those Pikmin carry the Face Wrinkler back to the ship, rejoin Alph and the remaining Pikmin to continue exploring the area.

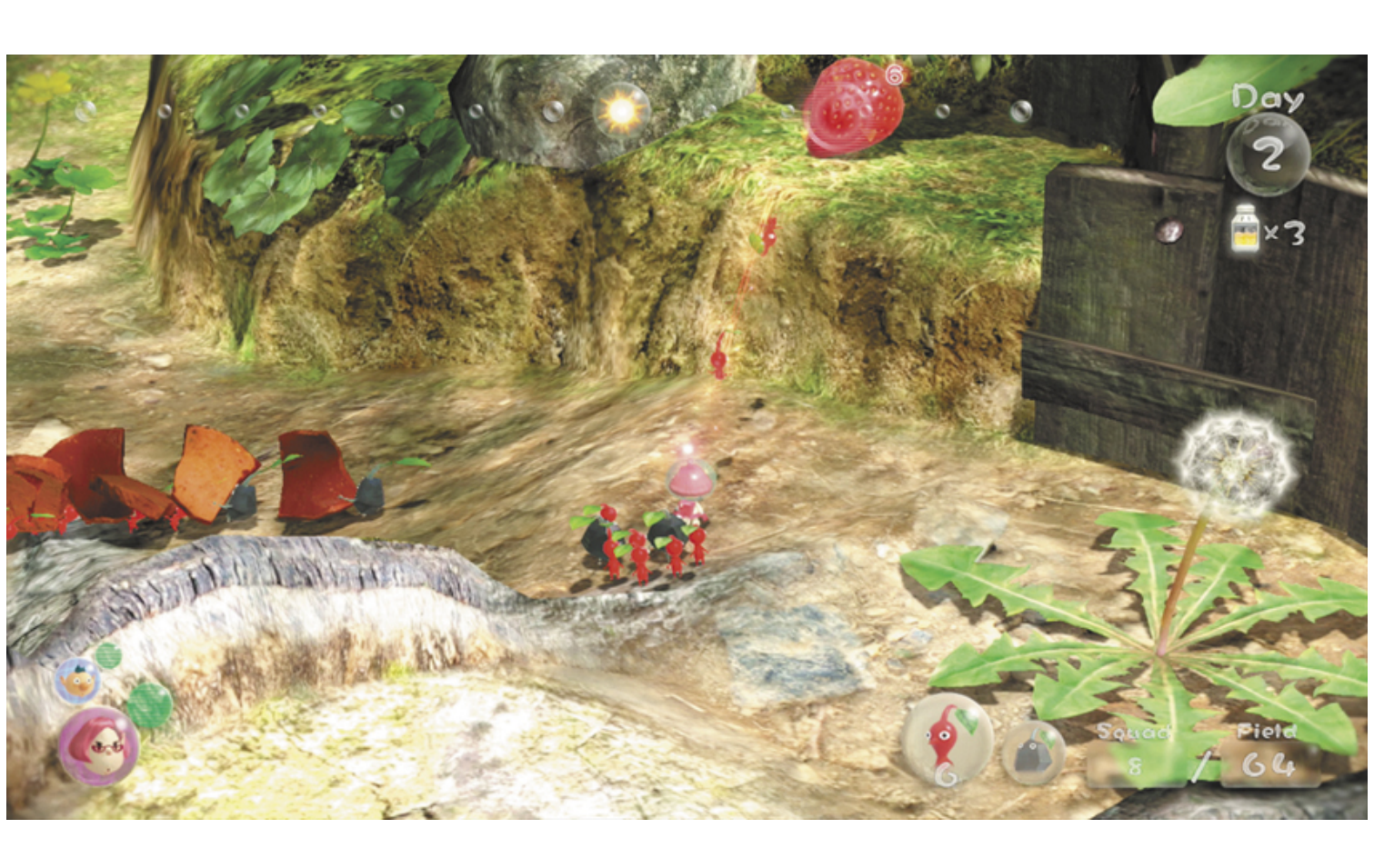
At this point, you have a very limited supply of Rock Pikmin. It's best to keep as many of them by your side as possible.



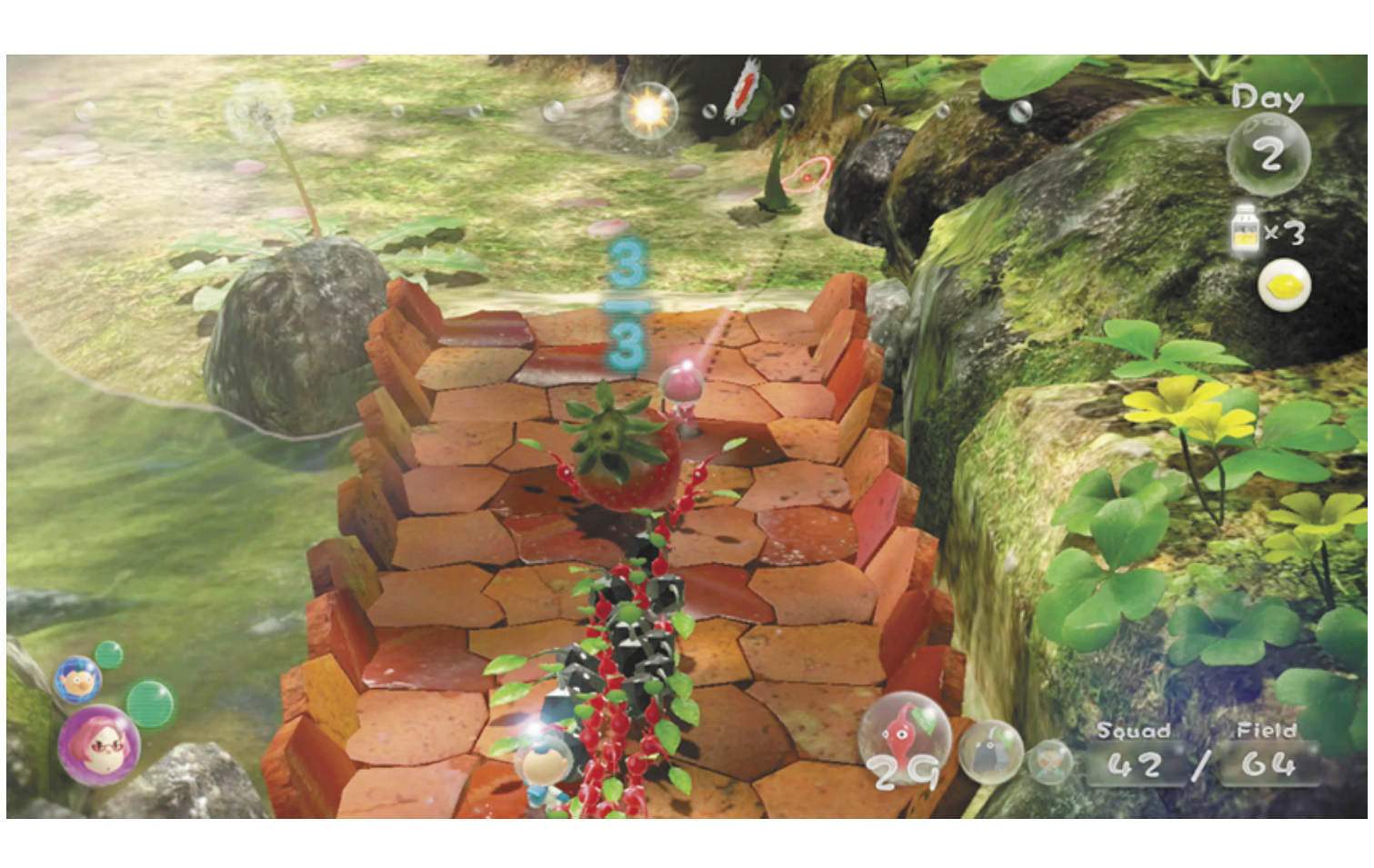
9 Follow the path as it curves back to the west, and use the Rock Pikmin to clear out both of the Skutterchucks patrolling the area. Assign two Rock Pikmin and one Red Pikmin to each of the defeated enemies. As they carry the creatures back to the Rock Pikmin's Onion, throw a crew member and around 10 Red Pikmin onto the nearby Fragments.



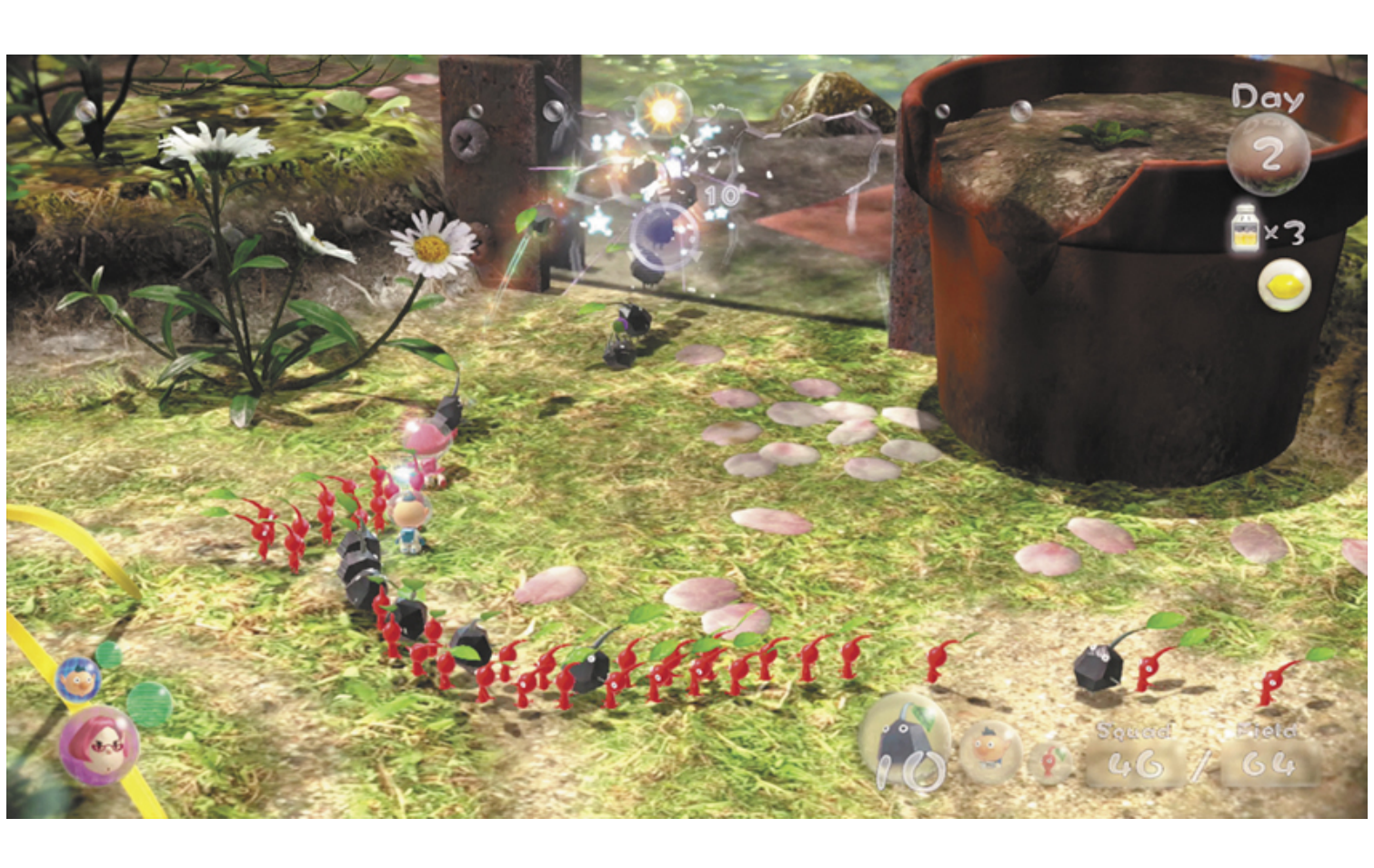
10 Climb up the small ridge to the south and use your Rock Pikmin to free the Fragments encased in the Large Crystal. Send all of your Rock Pikmin into the pile, then assign Red Pikmin to any remaining Fragments.



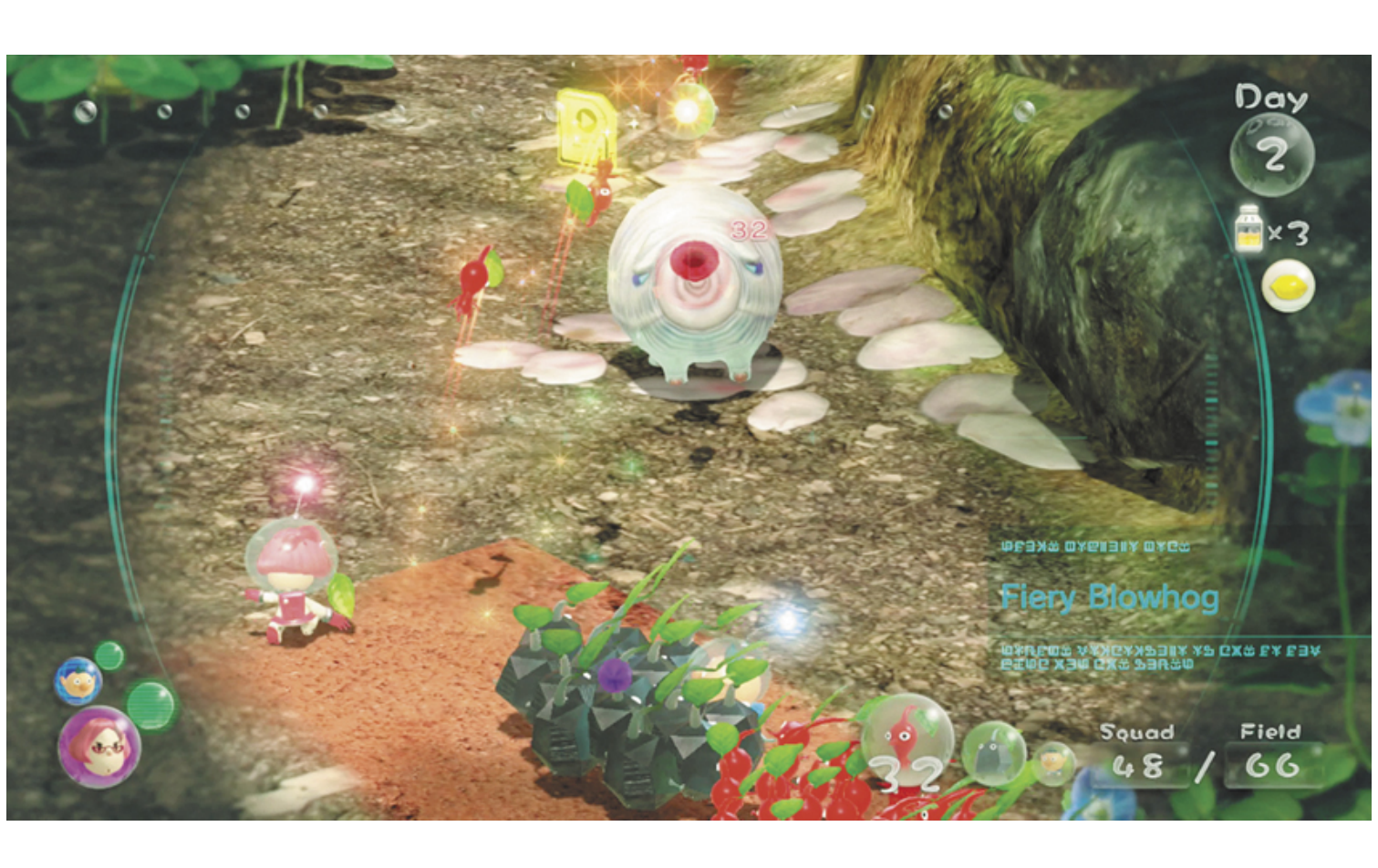
11 As the remaining Fragments are carried to the bridge, turn around and look for the Sunseed Berry (strawberry) on the ledge at the top of the ridge. Throw three Red Pikmin up to the Sunseed Berry. The bridge should be completed within a few seconds. By the time the Sunseed Berry reaches the bottom of the ridge, your Pikmin should have a much shorter path back to the ship.



12 Gather the idle Pikmin located near both crew members, and try to catch any Pikmin returning from the completed bridge. Move both crew members into one large group and cross the bridge back to the landing site.



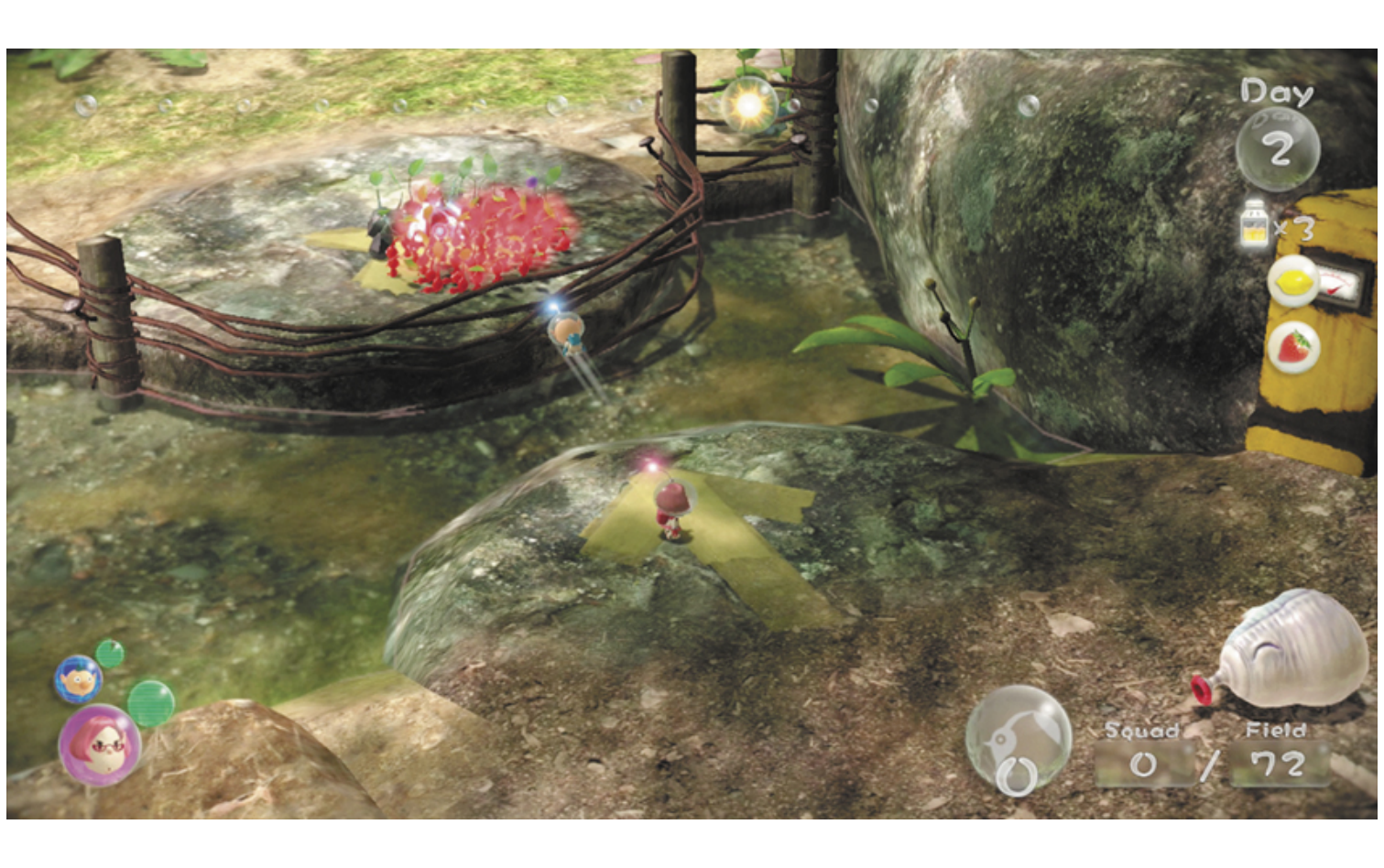
13 Gather any idle Pikmin at the landing site, then use the Rock Pikmin to destroy the nearby Crystal Wall. When the path is clear, follow the path north to discover a new signal. As you move, remember to collect the Data Files along the way.



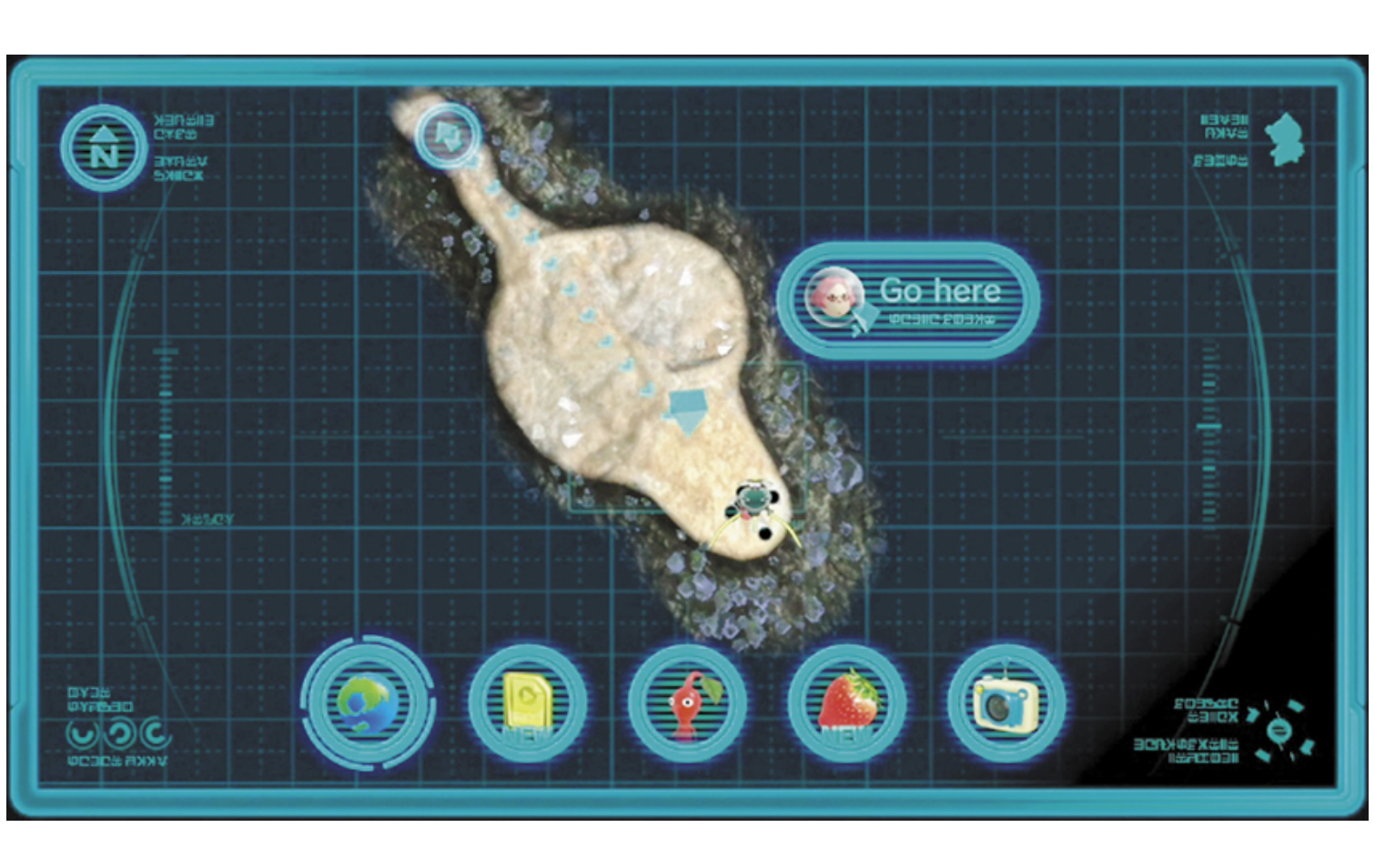
14 Use the Red Pikmin to defeat the Fiery Blowhogs patrolling the area, but don't allow any Pikmin to run off with the fallen enemies at this time.

**Caution**

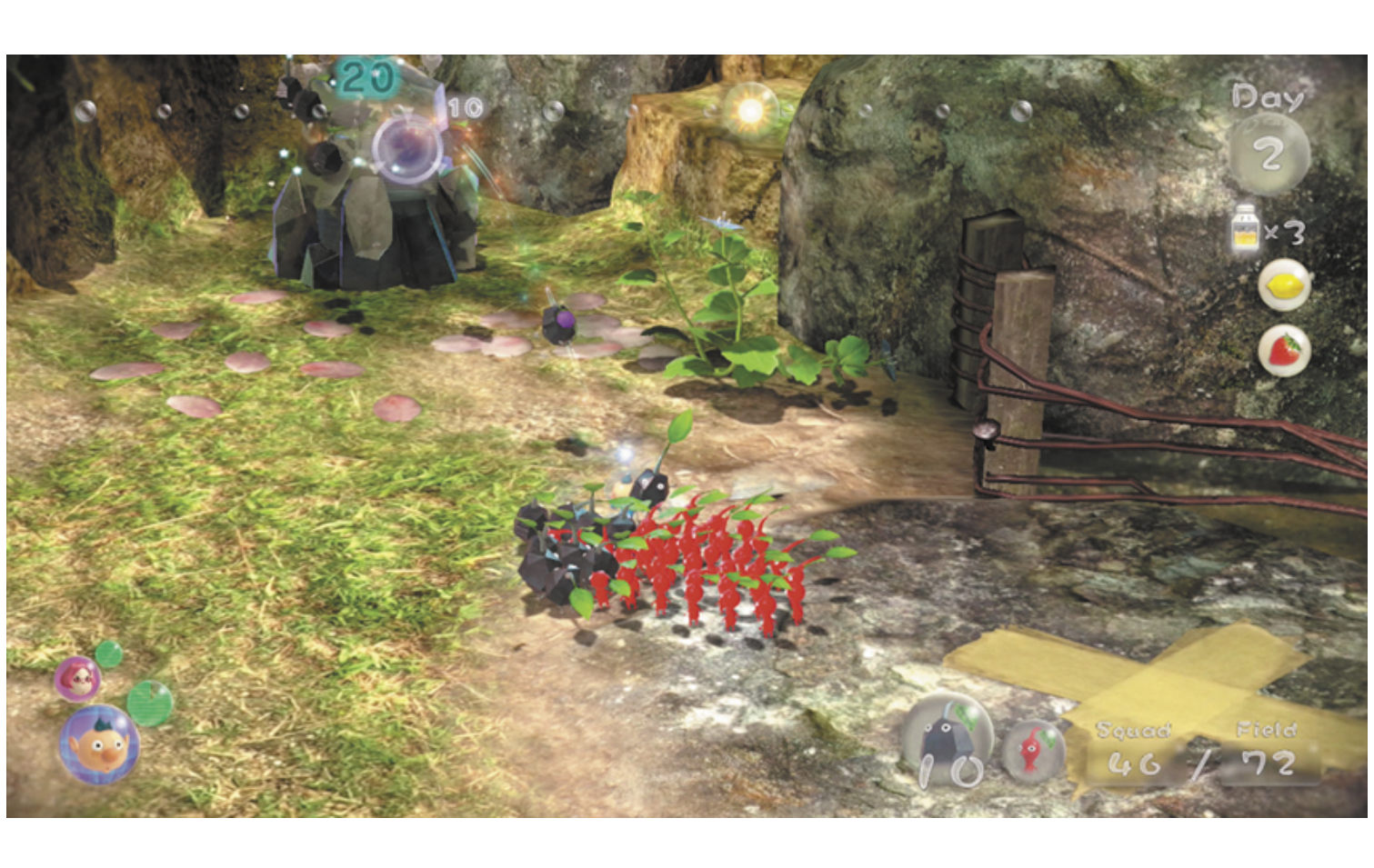
Red Pikmin are immune to fire, but your Rock Pikmin are vulnerable to the Fiery Blowhogs' flame attacks. Use the whistle to rescue any Pikmin that catch fire.



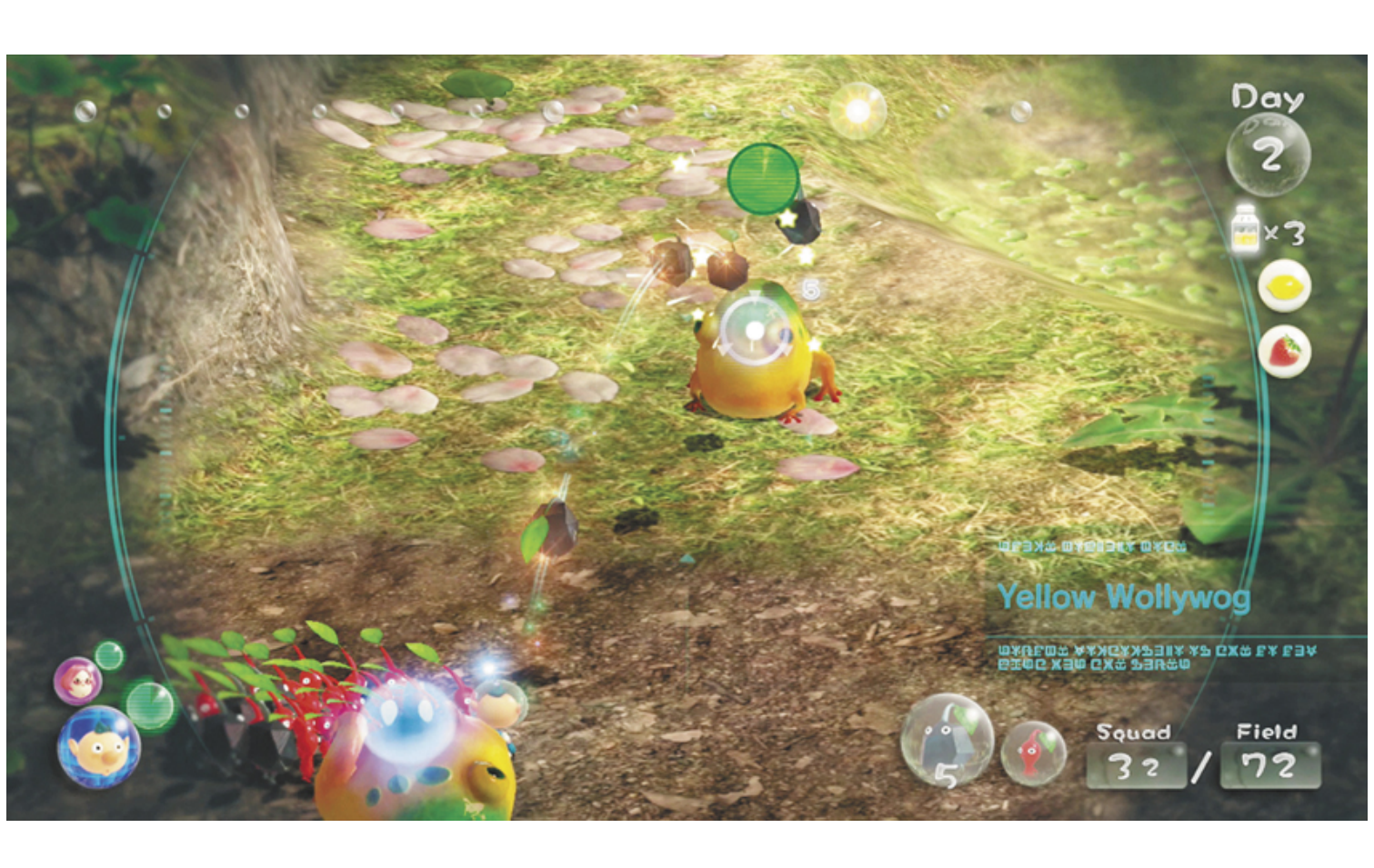
15 Locate the Electric Gate blocking the path to the north, then stand on the arrow near the water's edge. Throw all of your Pikmin and a crew member across the water, then use the Wii U Game Pad's "Go Here" function to plot a course to the Rock Pikmin's Onion.



16 Drag the in-game map until the Rock Pikmin's Onion is in the center of the Touchscreen, then tap the "Go Here" icon to confirm your path. When the designated crew member begins the march back to the distant Onion, switch crew members and call the nearby Pikmin.



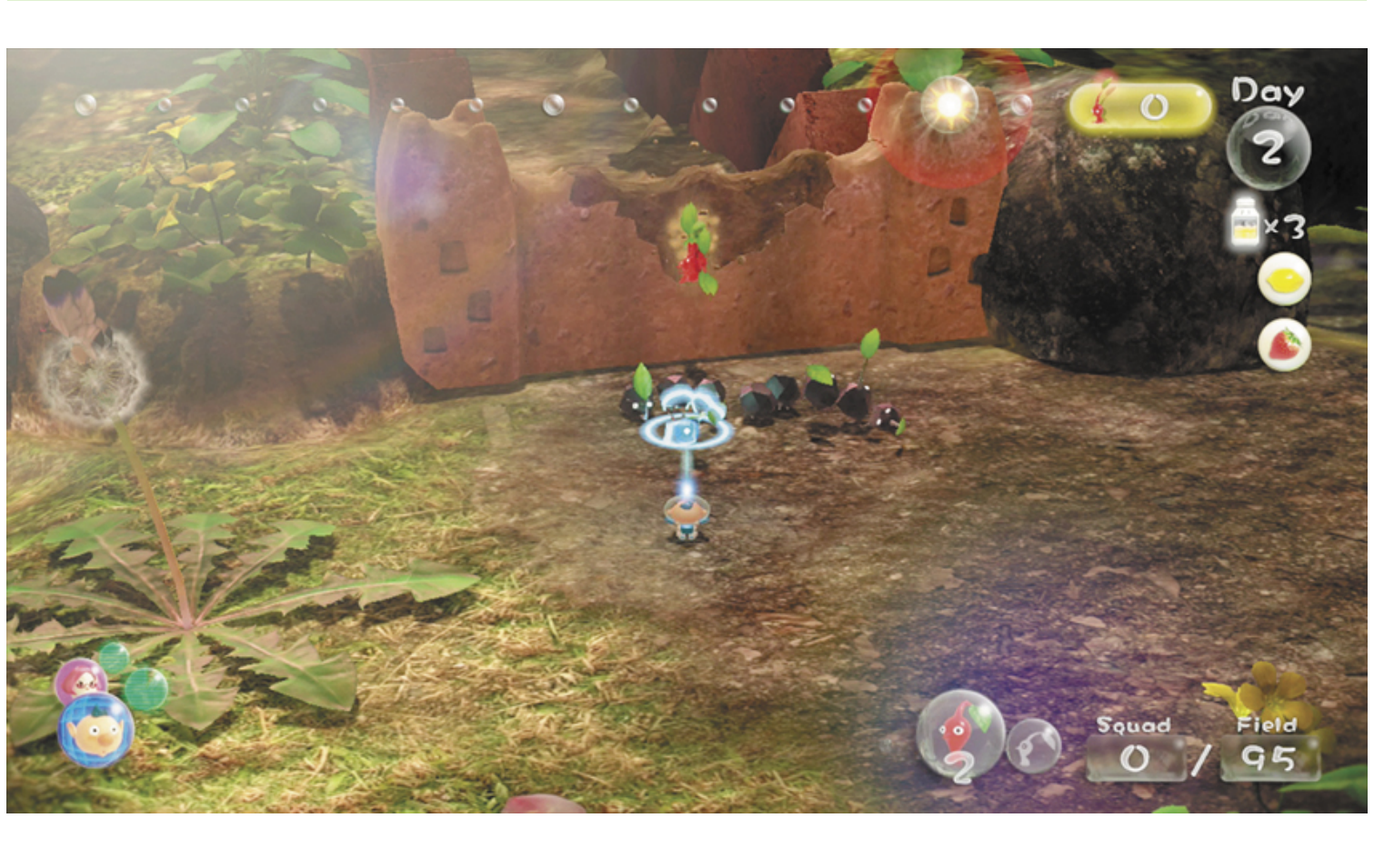
17 Use the Rock Pikmin to smash the Large Crystal to the north, then assign half of your Pikmin to the revealed Fragments. Turn around and locate the Fragments to the southwest, then send your remaining Pikmin into the pile. When the bridge is complete, gather your idle Pikmin and move back across the water. Assign three Rock Pikmin and two Red Pikmin to each of the defeated Fiery Blowhogs, then explore the surrounding area.



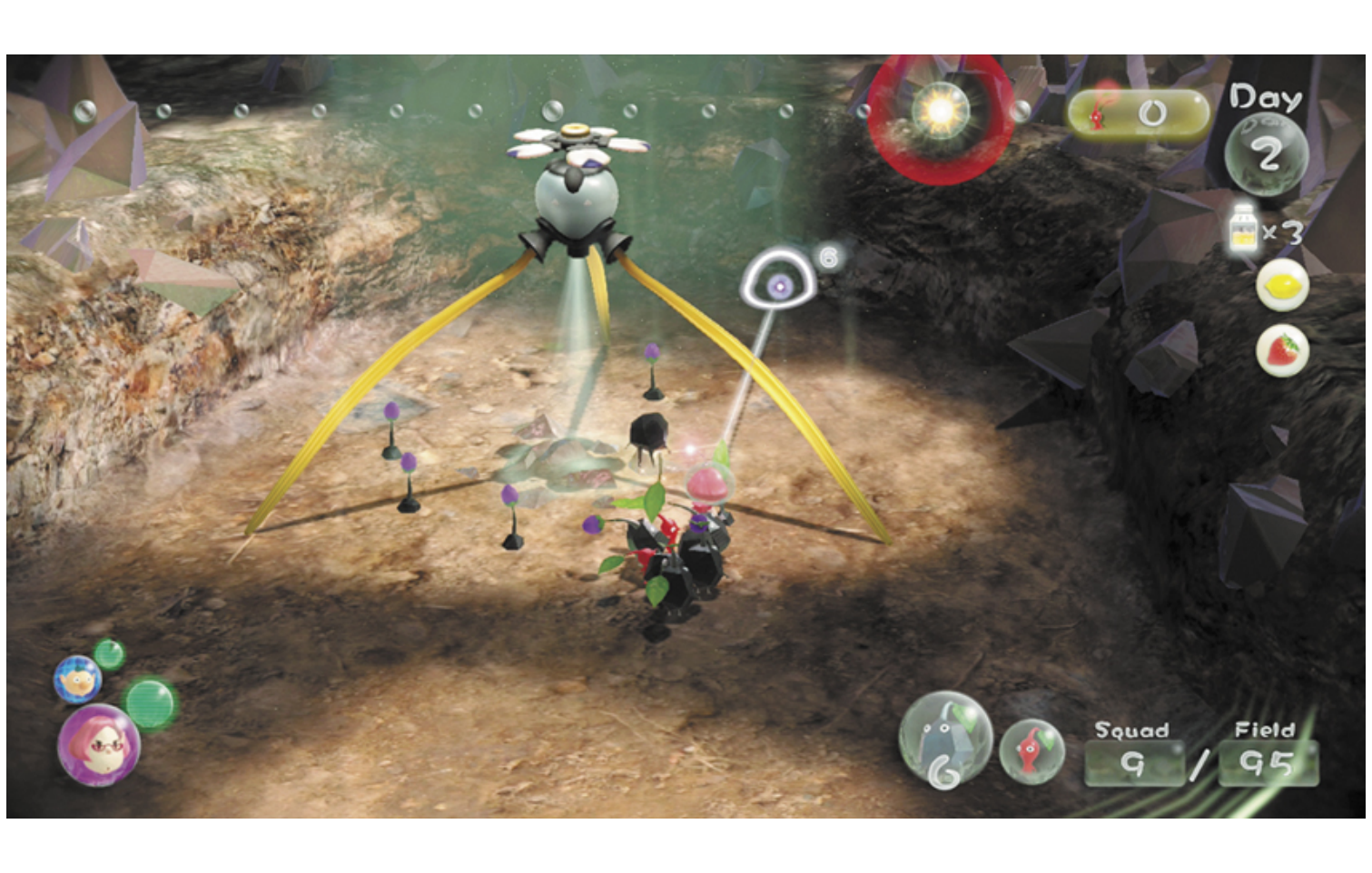
18 At this point, there probably isn't much time left in the day, but any additional tasks you manage to accomplish will make the following day that much easier. Harvest the red 5 Pellet near the Blowhogs, the follow the water's edge to find some Yellow Wollywogs to the west. Use your Pikmin to overpower these enemies. If there's enough time, assign three Red Pikmin and two Rock Pikmin to carry them back to the landing site.

**Tip**

Rock Pikmin won't take any damage from a Yellow Wollywog's attack, which makes them the safe choice in dealing with these enemies. Since other Pikmin are able to cling to enemies, however, using a combination of Pikmin can end the battle much faster.



After you defeat the Yellow Wollywogs, use your remaining Pikmin to attack the nearby Dirt Wall. As they work, search the surrounding area for more Data Files. There are two Data Files located underwater, and one more placed near a couple of harmless Skitter Leaves.



As time winds down, switch crew members and pluck any sprouts around the Rock Pikmin's Onion. Collecting all of the Rock Pikmin now will save a good chunk of time on the following day. Switch back and move near the Dirt Wall and watch the timer. Make sure you gather any working (or idle) Pikmin before the day ends.

**Tip**

You'll be returning to this area on the following day, so leave any sprouts planted at the landing site to mature overnight.

**Progress Report: Day 2**

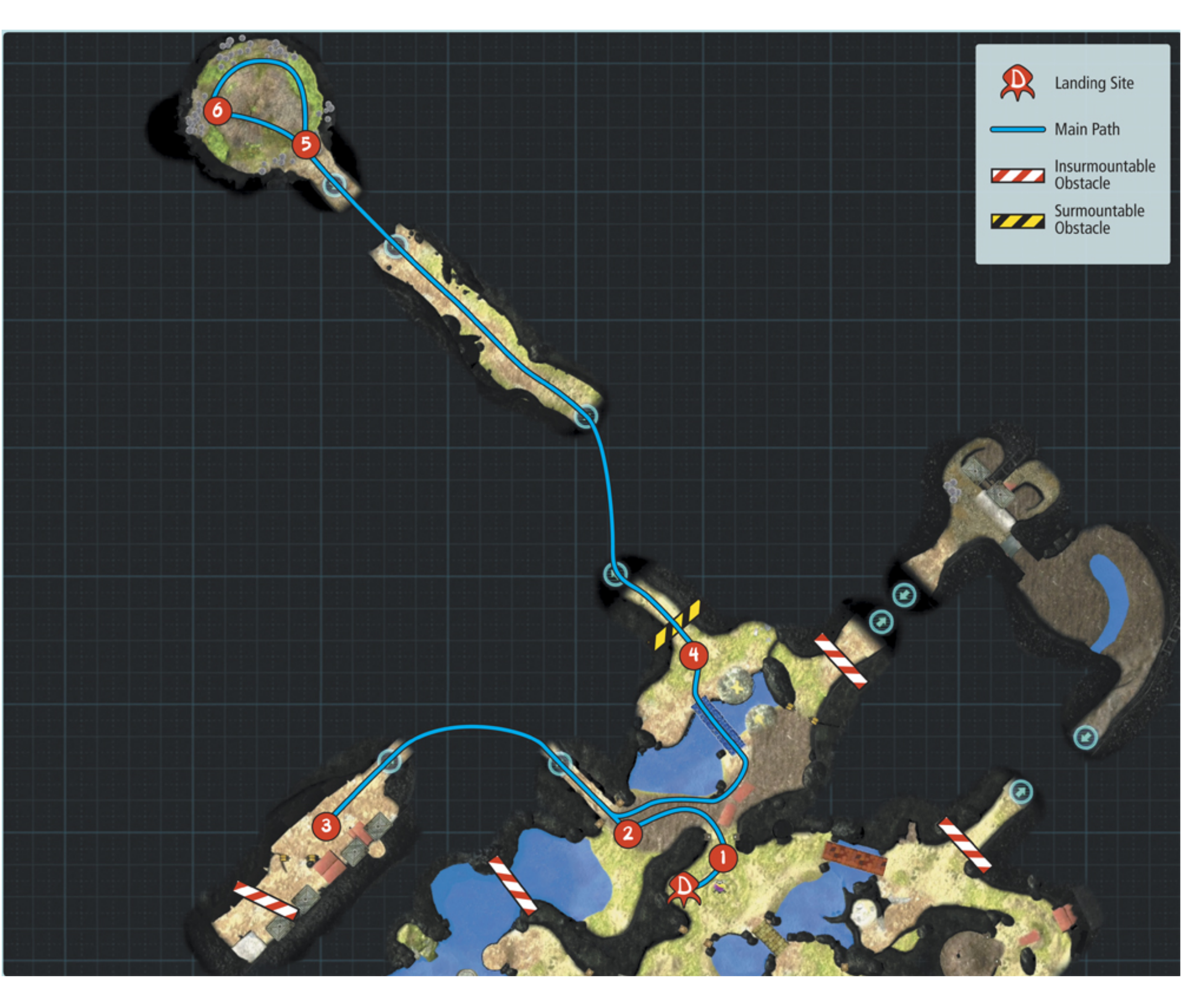
Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 2:

- Free Brittany.
- Gain the Rock Pikmin.
- Build three bridges.
- Collect two Sunseed Berries.
- Collect the Face Wrinkler.

If you left any of these tasks unfinished, make them your priority on the following day.

Return to the Garden of Hope when you're ready to begin Day 3.

# Day 3 - Garden of Hope

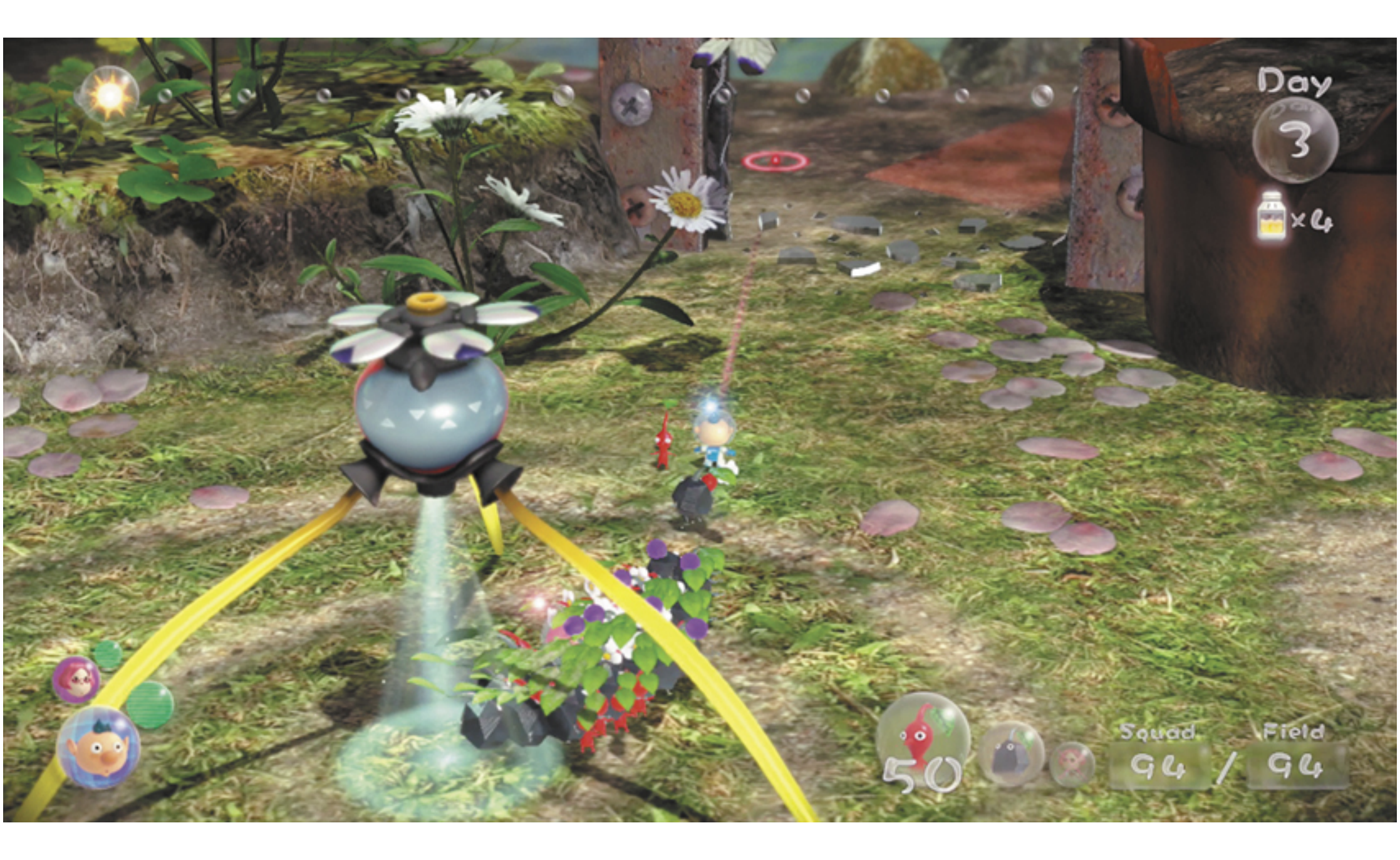


Map: Garden of Hope

Remaining Juice: 4 canisters

Objectives: Collect the area's last piece of accessible fruit and locate the mysterious signal.

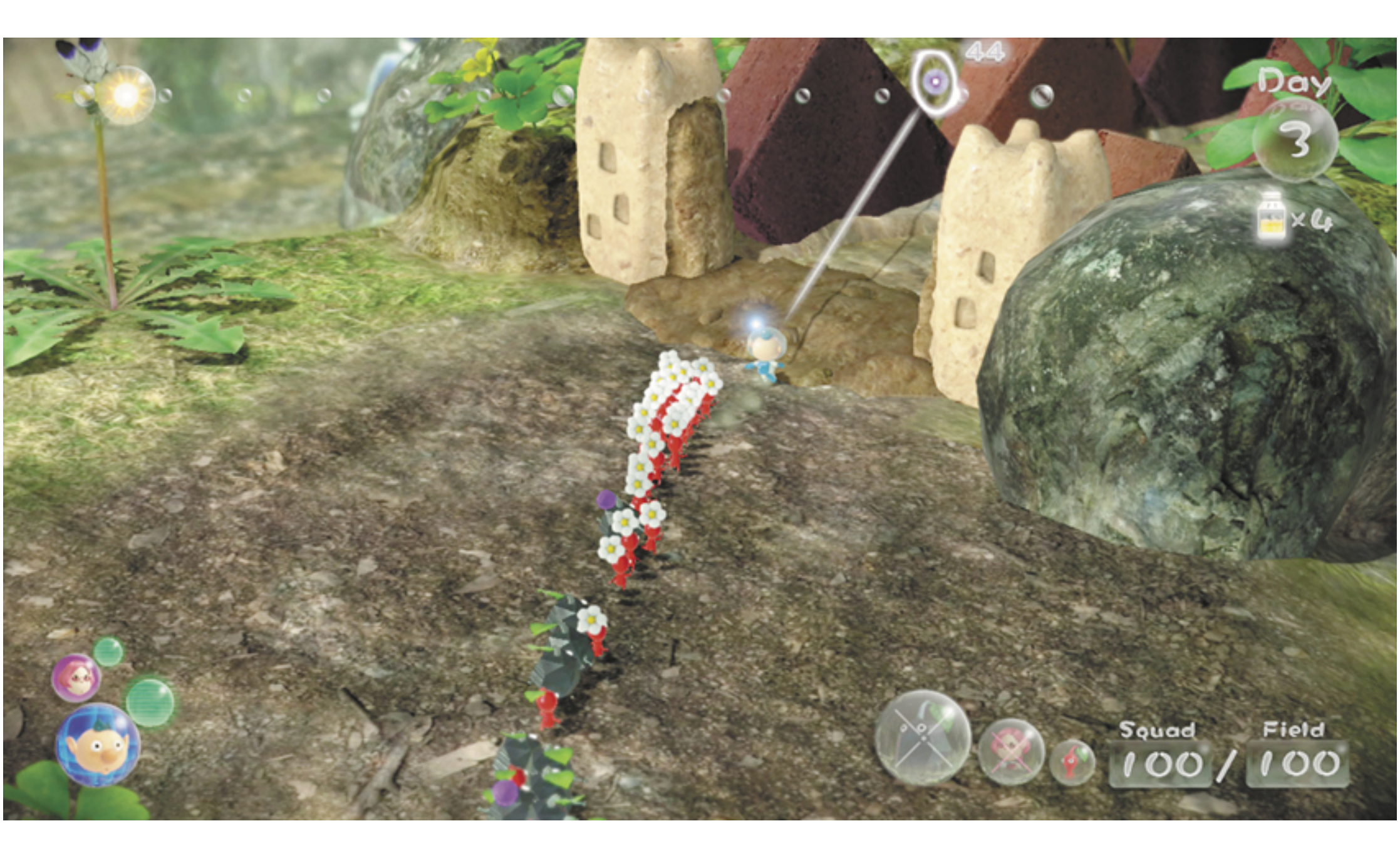
Brittany and Alph hope to find Captain Charlie by tracking a mysterious signal. Before you head out, make sure you have enough Pikmin to handle any nasty surprises you might find along the way.



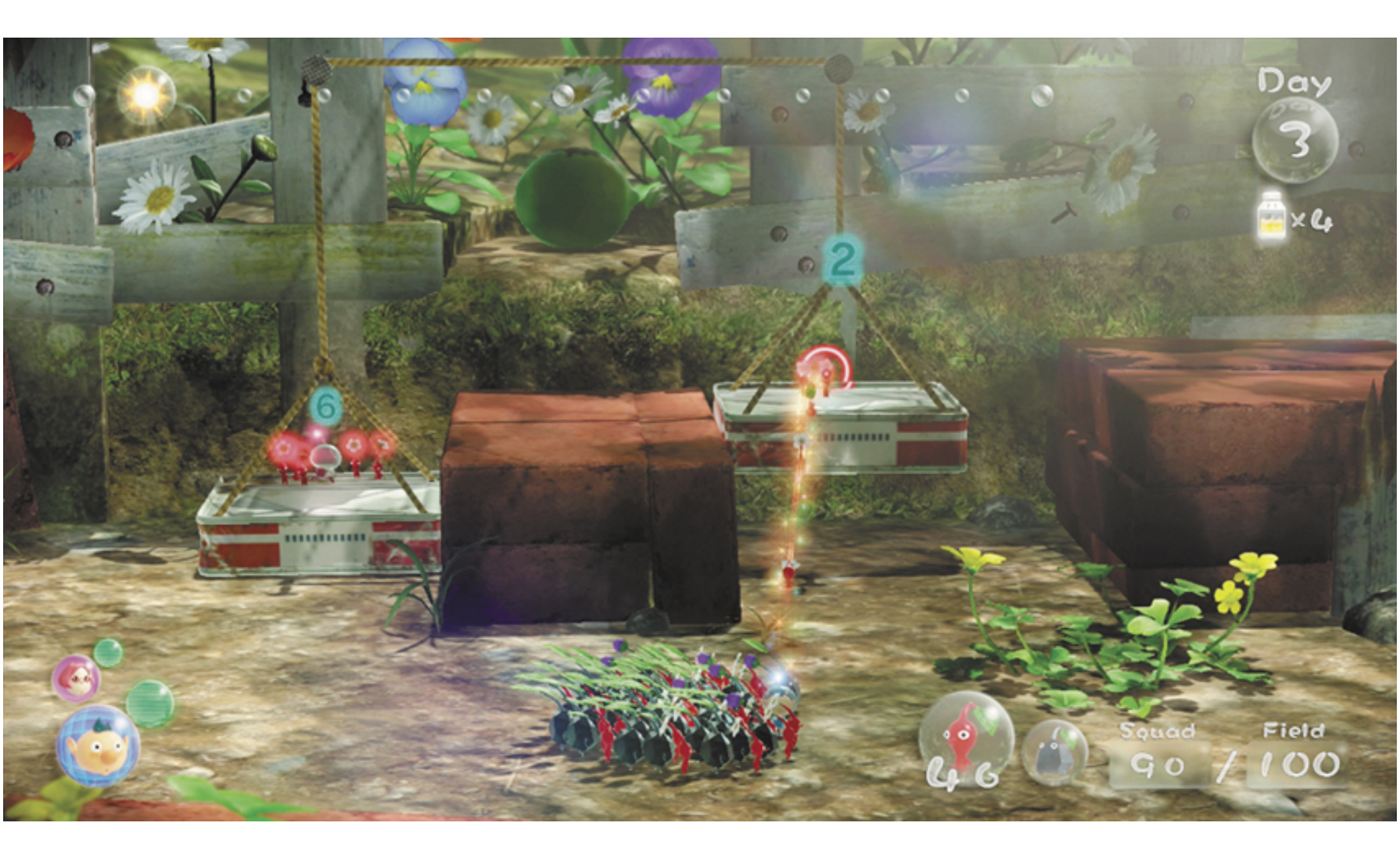
① When the day starts, pluck any sprouts planted at the landing site. Call between 30-50 Rock Pikmin down from the Onion, then fill out the rest of your group with Red Pikmin. Lead your group to the area north of the landing site and clear out any creatures you might have skipped the previous day. Use any fallen enemies to bolster your Red Pikmin's numbers.

### Tip

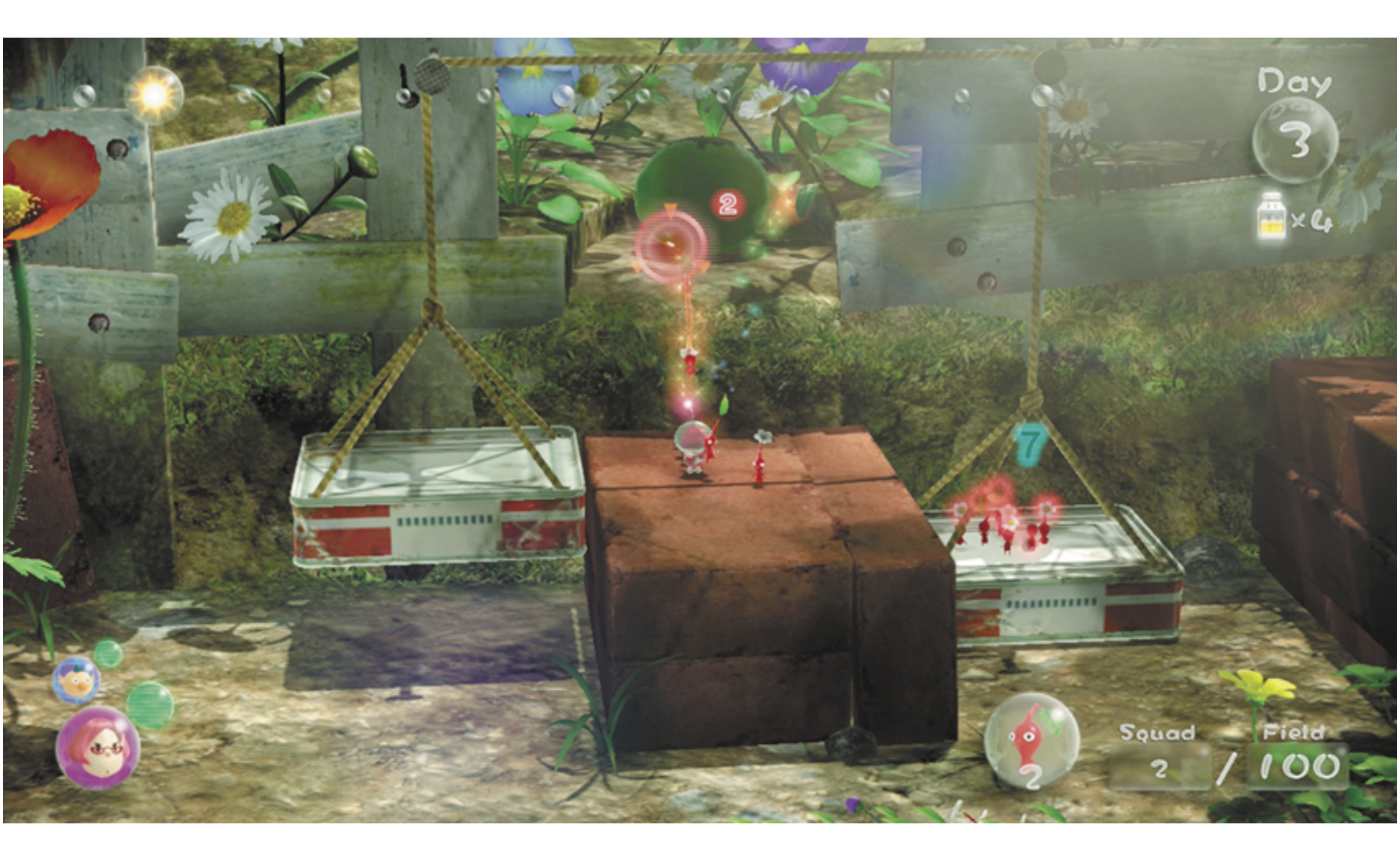
To save time, throw a few of the correct type of Pikmin on an Electric Gate, Dirty Wall, etc. so that when you come back to the area later, the barrier is already cleared!



② If you haven't already destroyed the Dirt Wall at Point 2, use all available Pikmin to do so now. When you're finished, lead your group through the opening to find a small room.



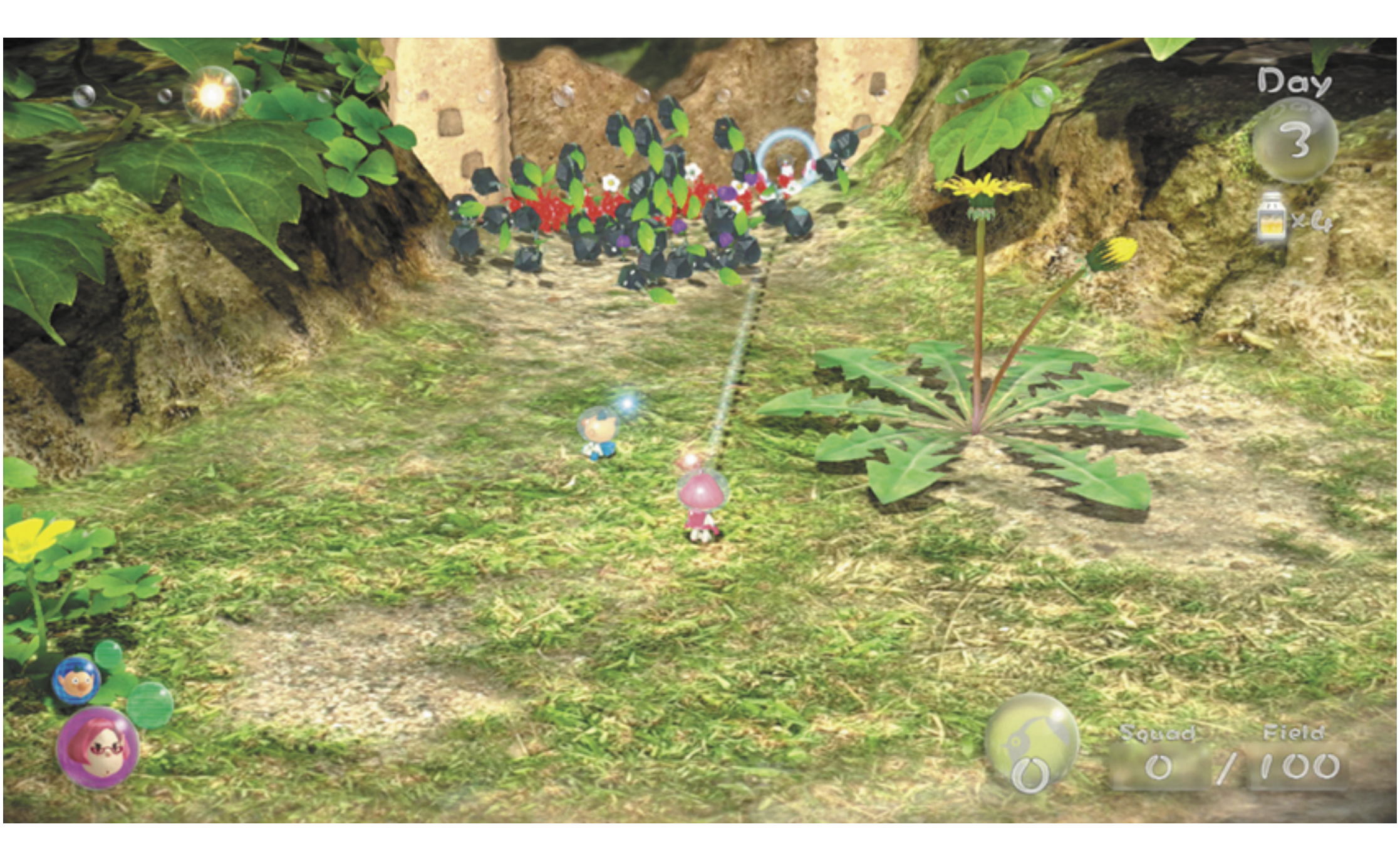
③ This area contains two tins hanging at opposite ends of a single rope. Throw five Pikmin and a crew member onto one of the tins. When the they're in place, throw seven Pikmin on the remaining tin. As the second tin drops to the ground, the first tin is raised flush with the nearby bricks.



Switch crew members and gather the five nearby Pikmin. Lead them onto the bricks, then throw the Pikmin up to the Zest Bomb (lime) on the nearby ledge. You should still have plenty of Pikmin left in your group. Call to any idle Pikmin and head for the signal as the Zest Bomb is carried back to the ship.

### Tip

If you have sprouts waiting back at the landing site—or if you simply aren't comfortable heading out with less than a full complement of Pikmin—assign more Pikmin to carry the Zest Bomb and follow them to the ship. You should still have enough time to complete this day's tasks.

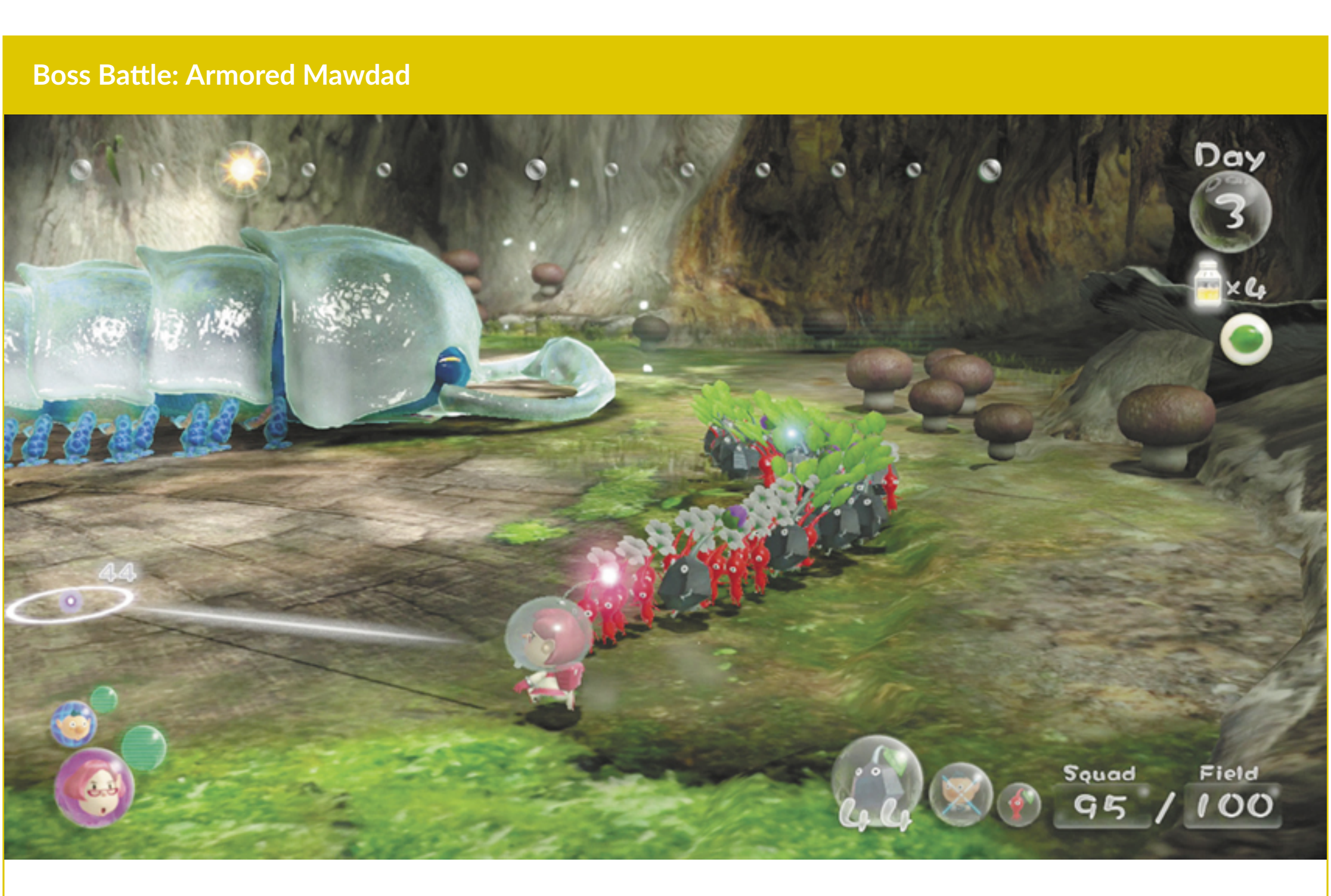


④ Leave the small room and use the bridge to the east to cross the water. Put all of your Pikmin to work destroying the Dirt Wall at Point 5. When the job is done, round up your allies and follow the path toward the signal. You'll automatically collect another Data File along the way.

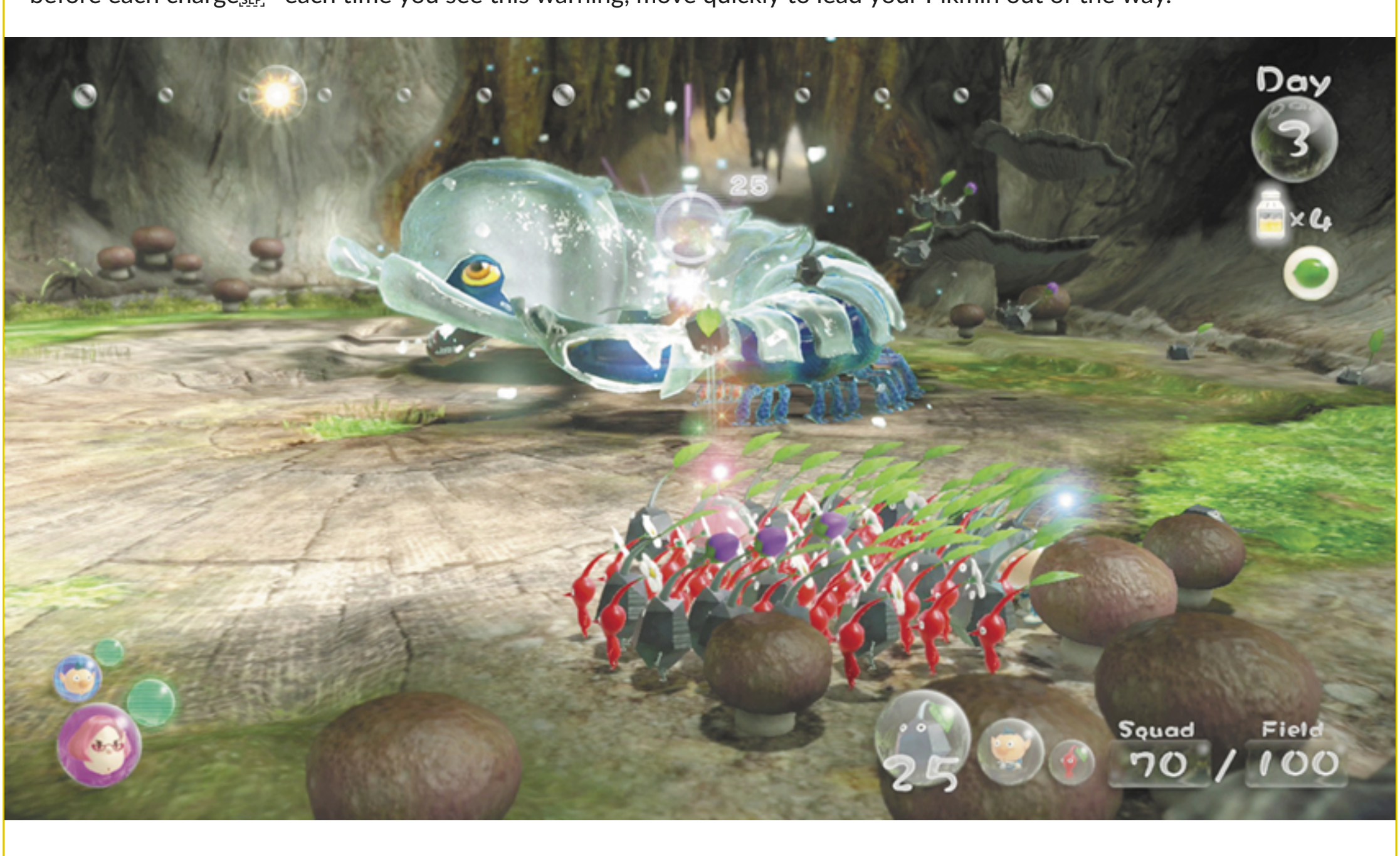
Press ⊕ to skip.

⑤ Follow the path into the giant tree stump to trigger a cinematic. An Armored Mawdad springs an ambush, beginning the game's first boss battle. Use your Pikmin to defeat this surprisingly agile creature.

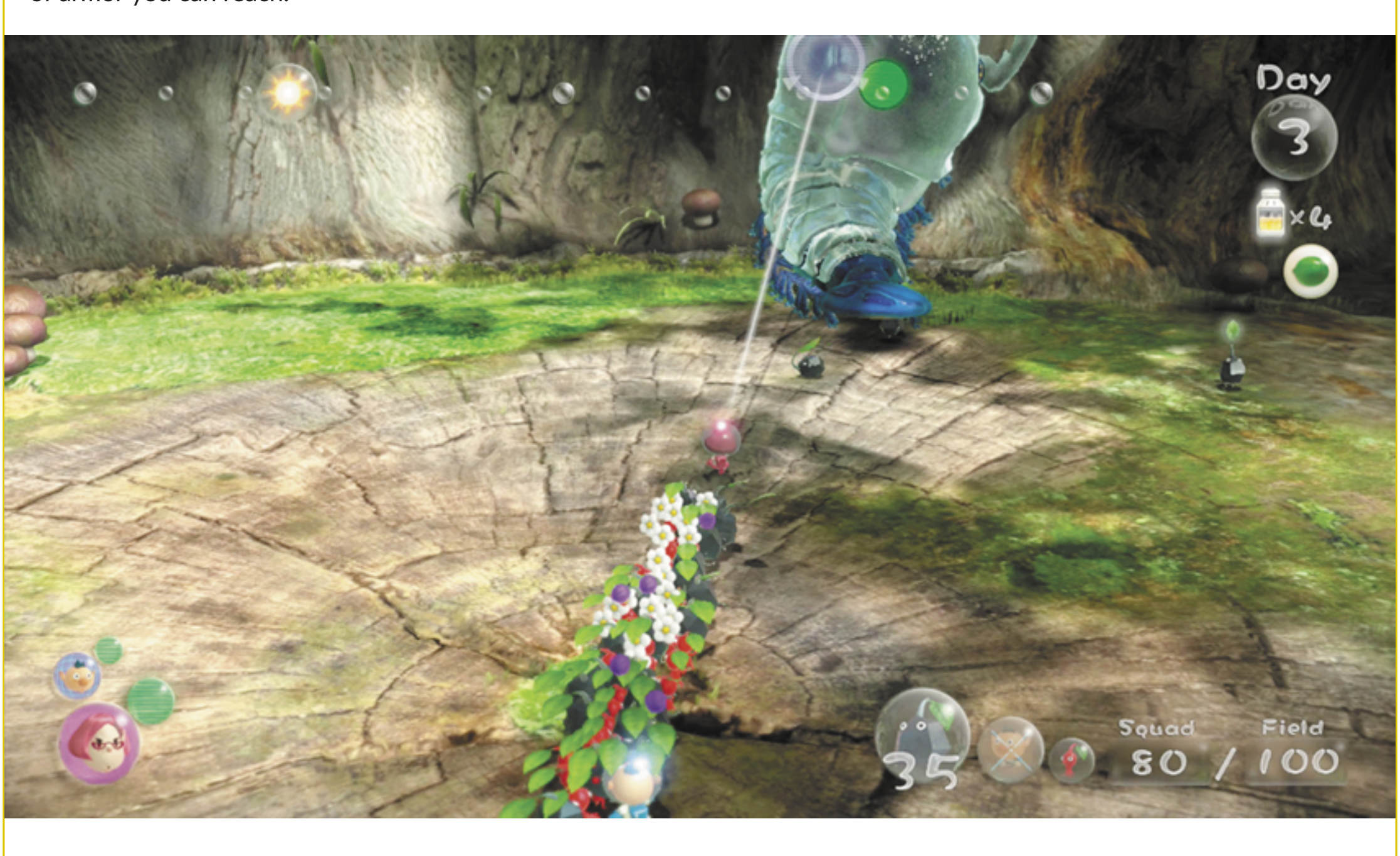
### Boss Battle: Armored Mawdad



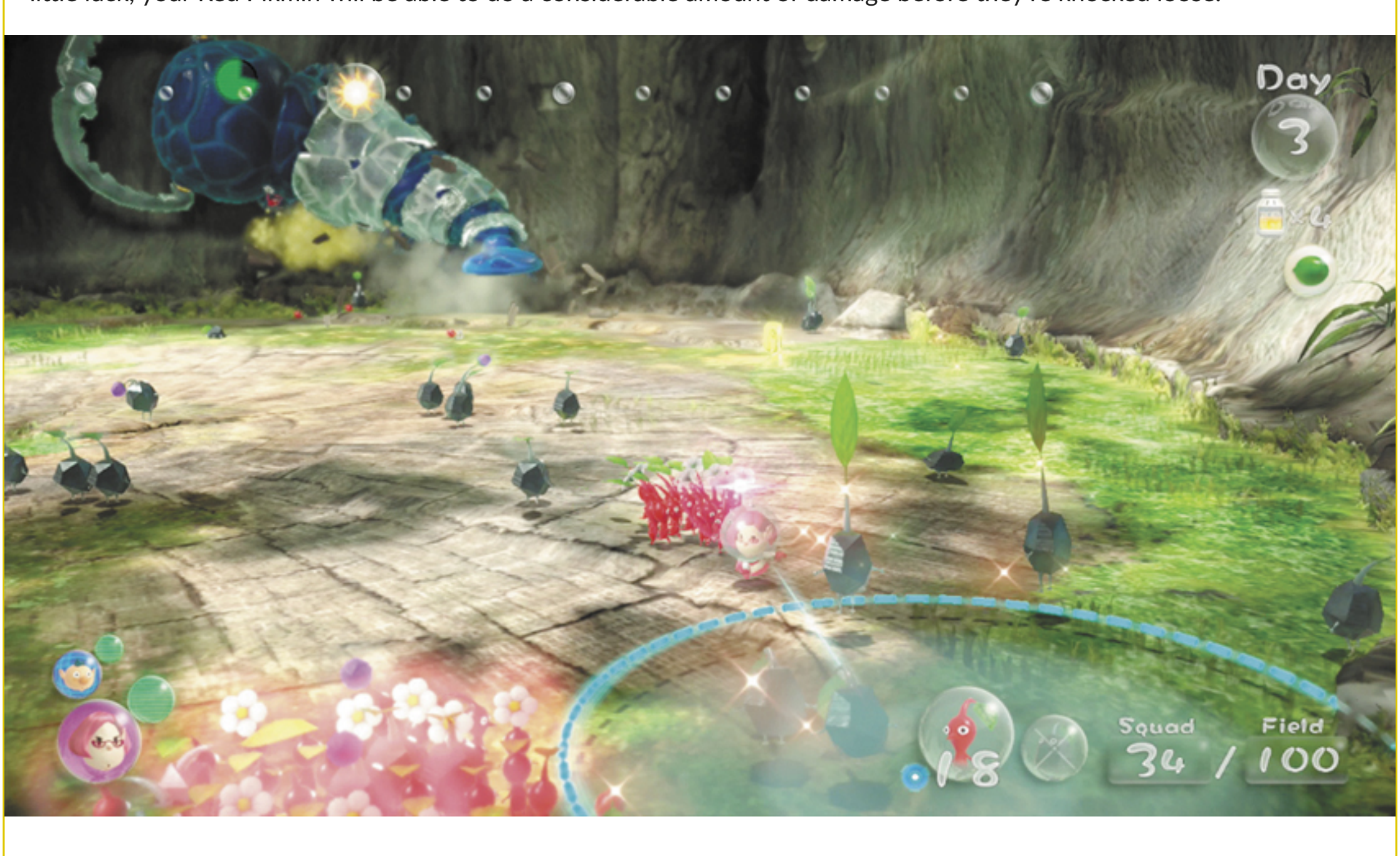
The Armored Mawdad's attacks are fairly limited, but they can be very effective. This beast charges along the ground, using its giant pincers to trap any creatures unfortunate enough to be in its path. The Armored Mawdad snaps its pincers before each charge—each time you see this warning, move quickly to lead your Pikmin out of the way.



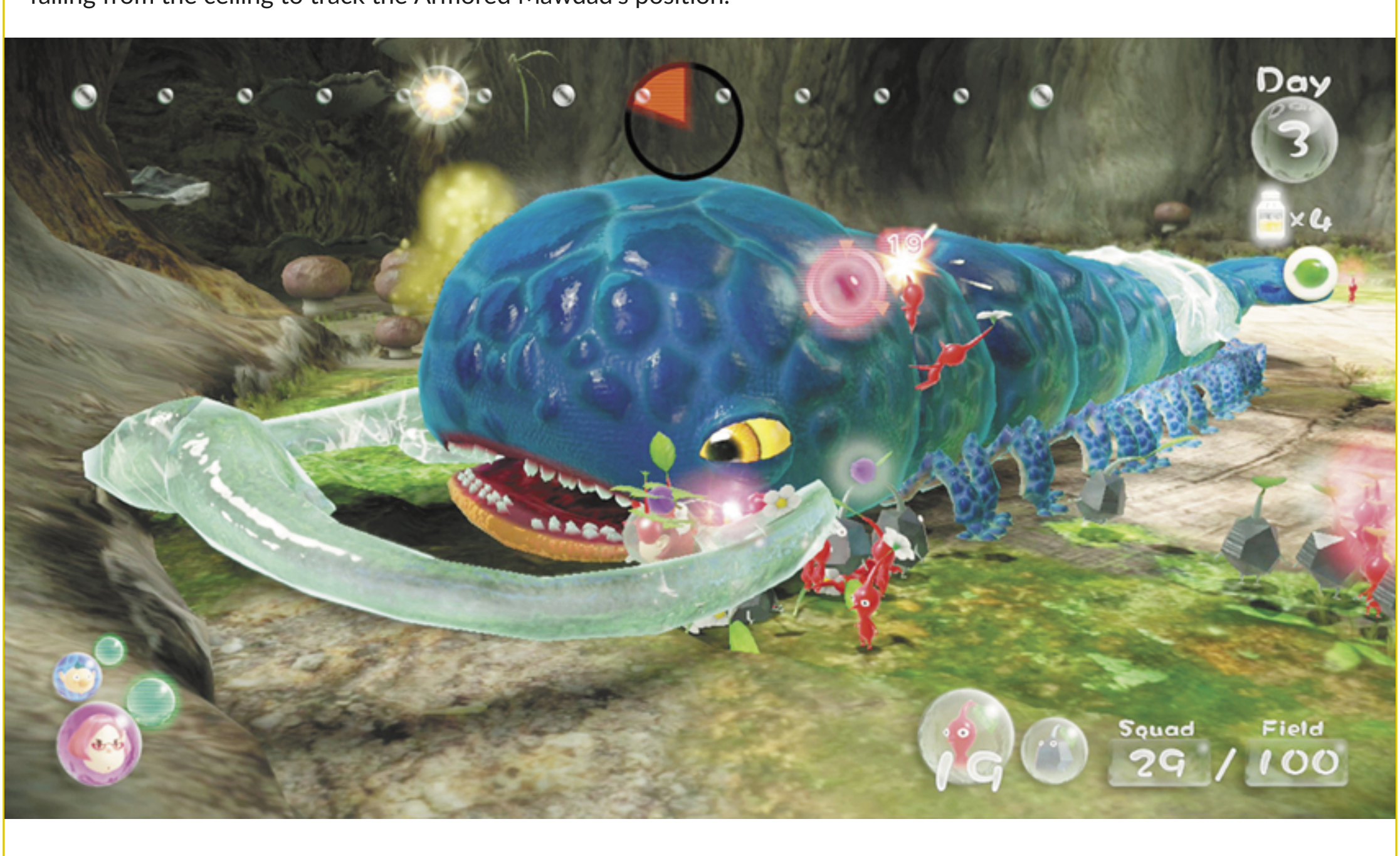
The strategy for defeating the Armored Mawdad is fairly simple: throw Rock Pikmin to shatter its protective crystal plates, then use Red Pikmin to attack its exposed flesh. The armor protecting its head is very thick. The armor at the tip of its tail, however, is much easier to break—try to focus your early attacks there. If its tail is out of range, just chip away at any bit of armor you can reach.



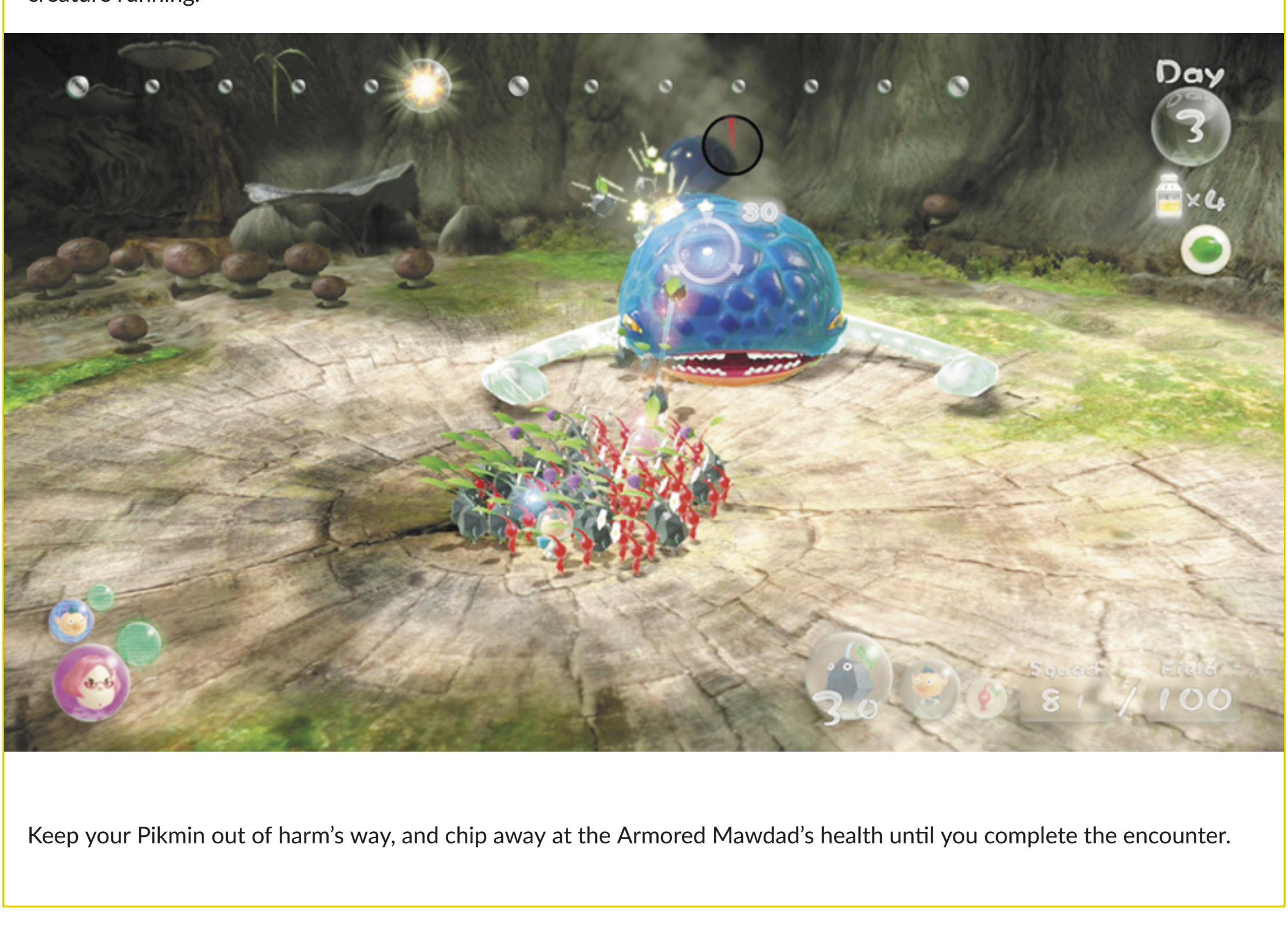
Each time you shatter one of the Armored Mawdad's plates, the creature retreats a short distance. Any attackers caught in its path will be knocked to the ground, so try to stay out of its way. Lock onto the Armored Mawdad and position yourself so that the creature's exposed flesh is directly in front of you. Send your squad charging in to attack. With a little luck, your Red Pikmin will be able to do a considerable amount of damage before they're knocked loose.



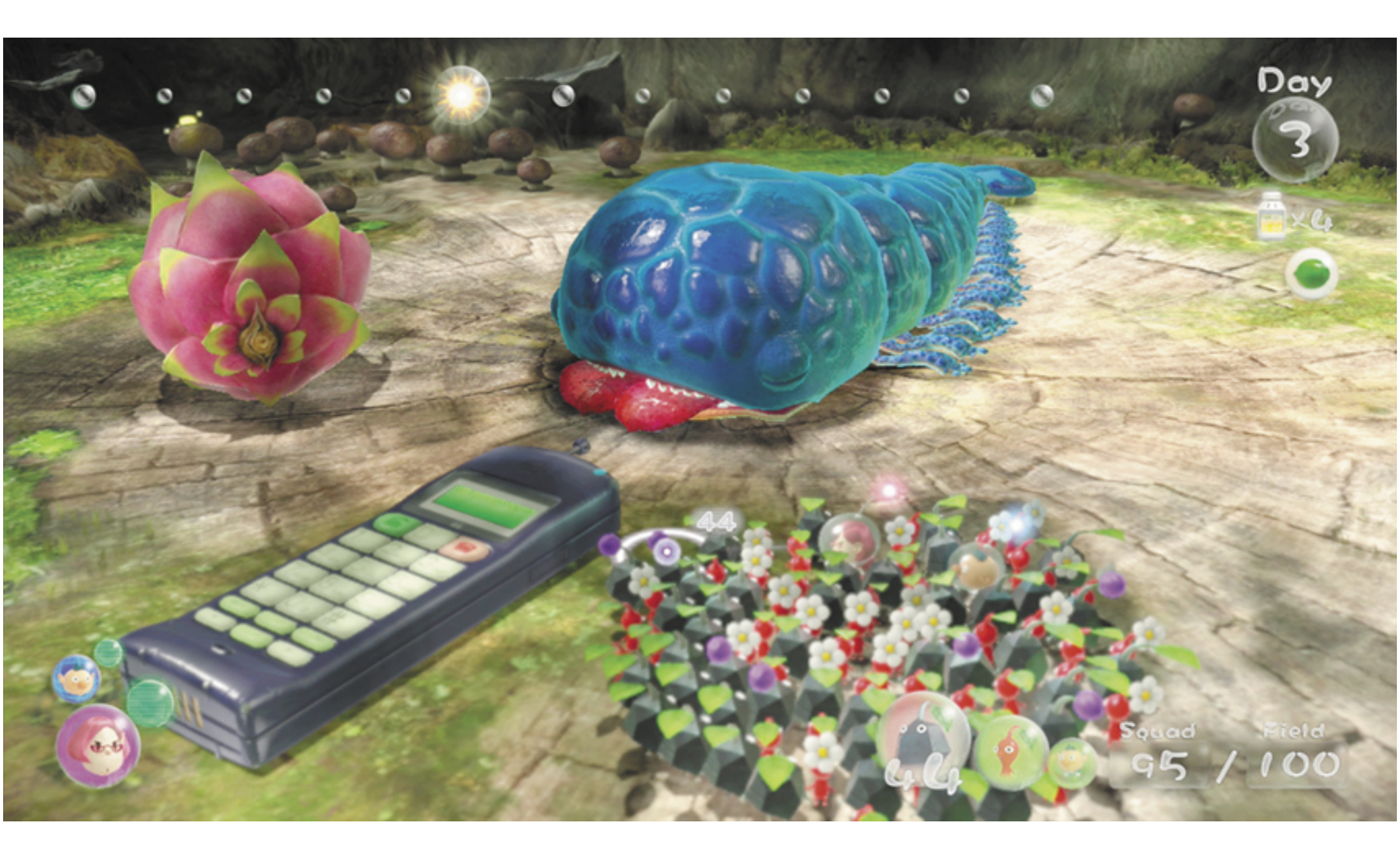
After each attack, collect as many idle Pikmin as you can. When the Armored Mawdad takes enough damage, it climbs up the walls and scurries out of range of your attacks. Use this time to round up your scattered Pikmin, and use the debris falling from the ceiling to track the Armored Mawdad's position.



If you're knocked to the ground, waggle the Left Control Stick (or the Nunchuk Control Stick) to get back on your feet. The Armored Mawdad attempts to devour any Pikmin it manages to catch. To free trapped Pikmin or crew members, use Rock Pikmin to shatter one of the Armor Mawdad's crystal plates, or use Red Pikmin to deal enough damage to send the creature running.



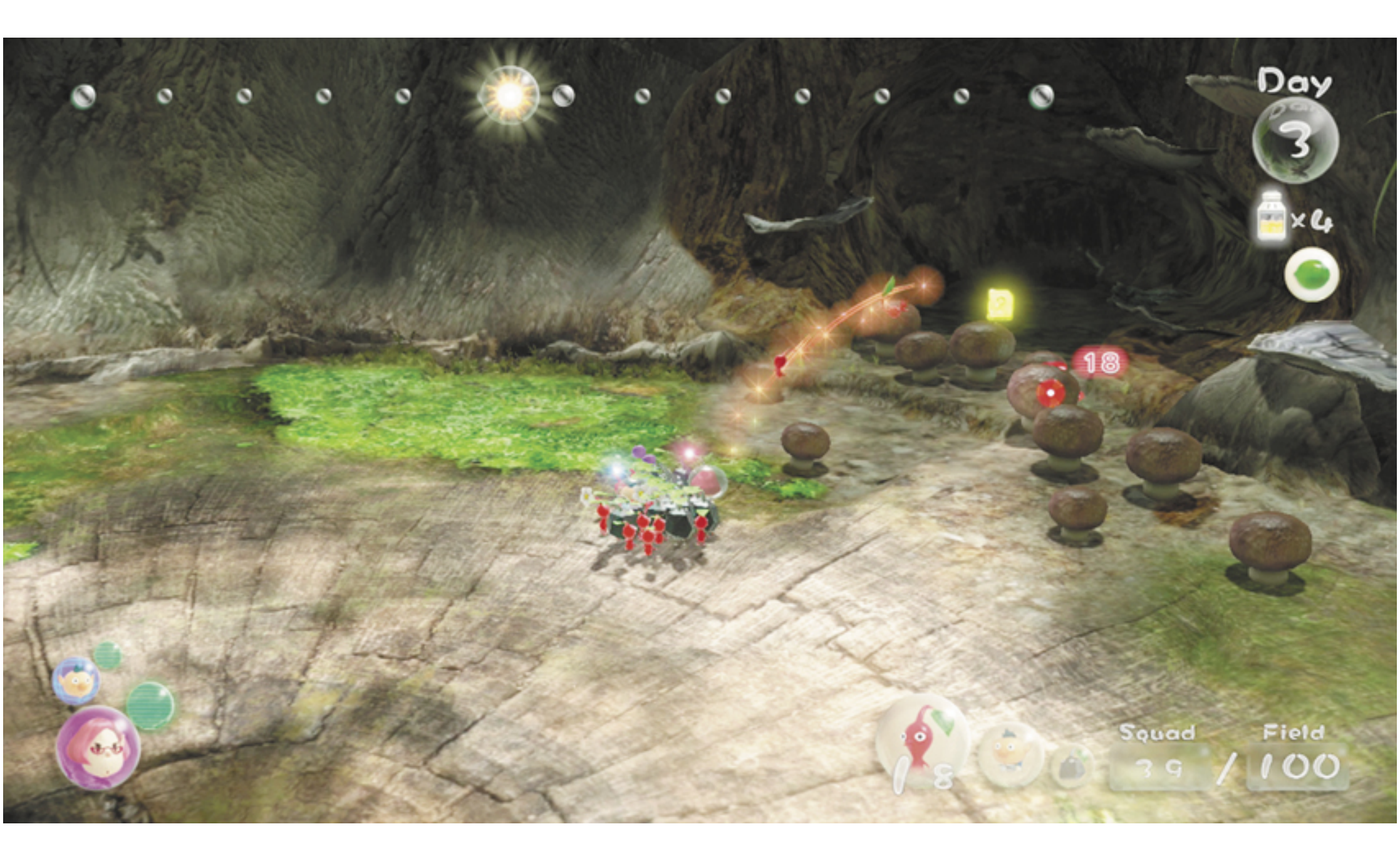
Keep your Pikmin out of harm's way, and chip away at the Armored Mawdad's health until you complete the encounter.



When you defeat the Armored Mawdad, it spits out two items. The first is a Firebreathing Feast (dragonfruit), and the second is a Data Glutton (mobile phone)—the source of the signal that brought you here. You'll need at least 45 Pikmin to carry the Armored Mawdad and both objects back to the ship. Assign a suitable amount of Pikmin to each task, but make sure you keep a few by your side.

### Note

The Armored Mawdad is worth 50 new Pikmin when it's delivered to the Onion! Remember that the type of Pikmin carrying the body will determine the type of Pikmin the body produces.



⑥ Before you leave, look for the two Data Files located in the area. One Data File is in the alcove to the west; the other Data File is hidden in one of the mushrooms on the opposite side of the room. If the second Data File wasn't uncovered during the battle, use your Pikmin to destroy the mushrooms now.

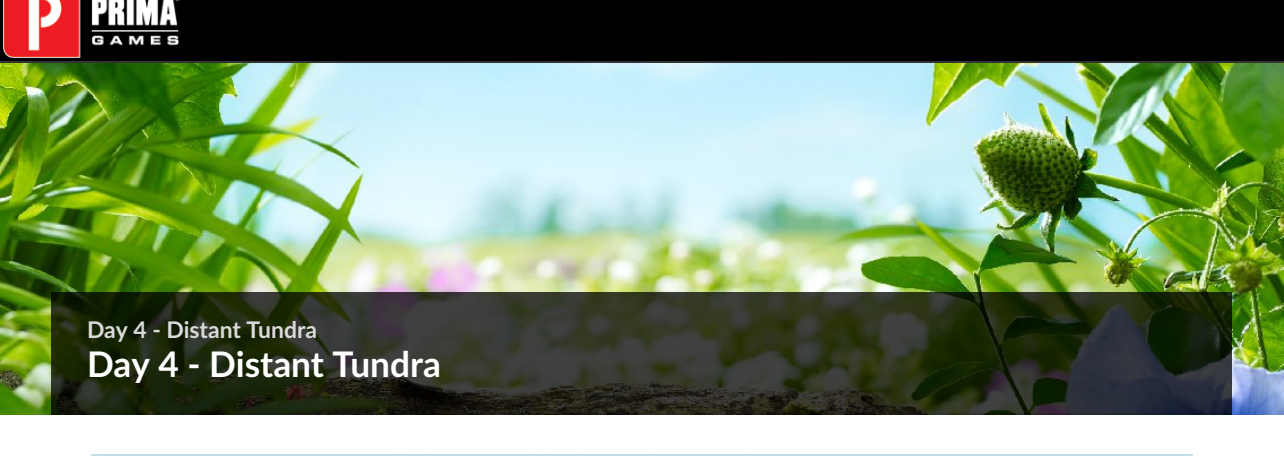
Unless the battle dragged on, there's a good chance you'll still have half a day left when you defeat the Armored Mawdad. You can search previously explored areas of the map for any pellets that may have appeared, or you can simply end the day when all of your Pikmin make it back to the ship. Either way, make sure you pluck any new sprouts before the day ends—it will be quite a while before you return to the Garden of Hope.

### Progress Report: Day 3

Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 3:

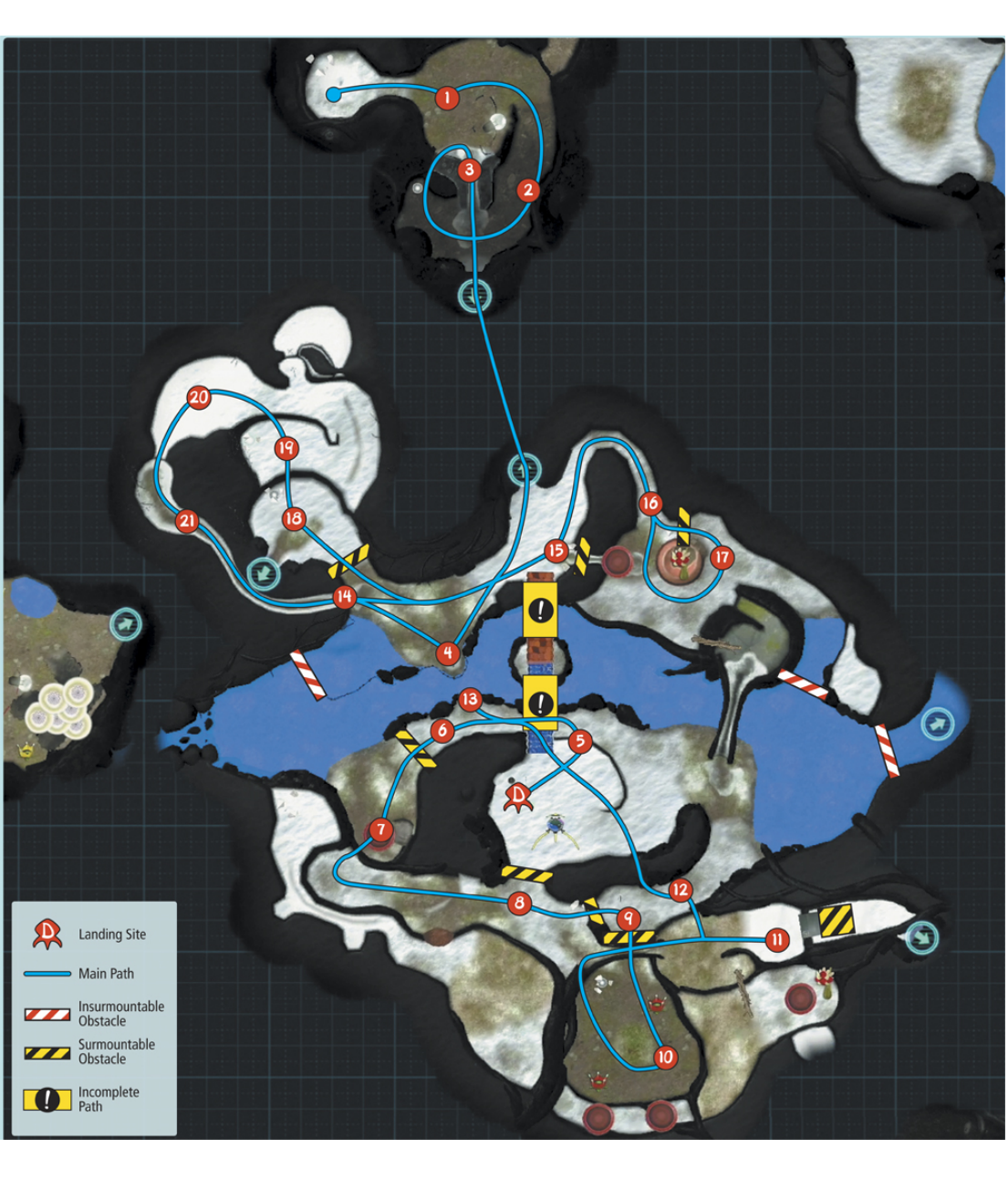
- Complete any unfinished tasks begun on Day 2.
- Collect the Zest Bomb.
- Defeat the Armored Mawdad.
- Collect the Data Glutton.
- Collect the Firebreathing Feast.

Travel to the Distant Tundra when you're ready to begin Day 4.



Day 4 - Distant Tundra

# Day 4 - Distant Tundra

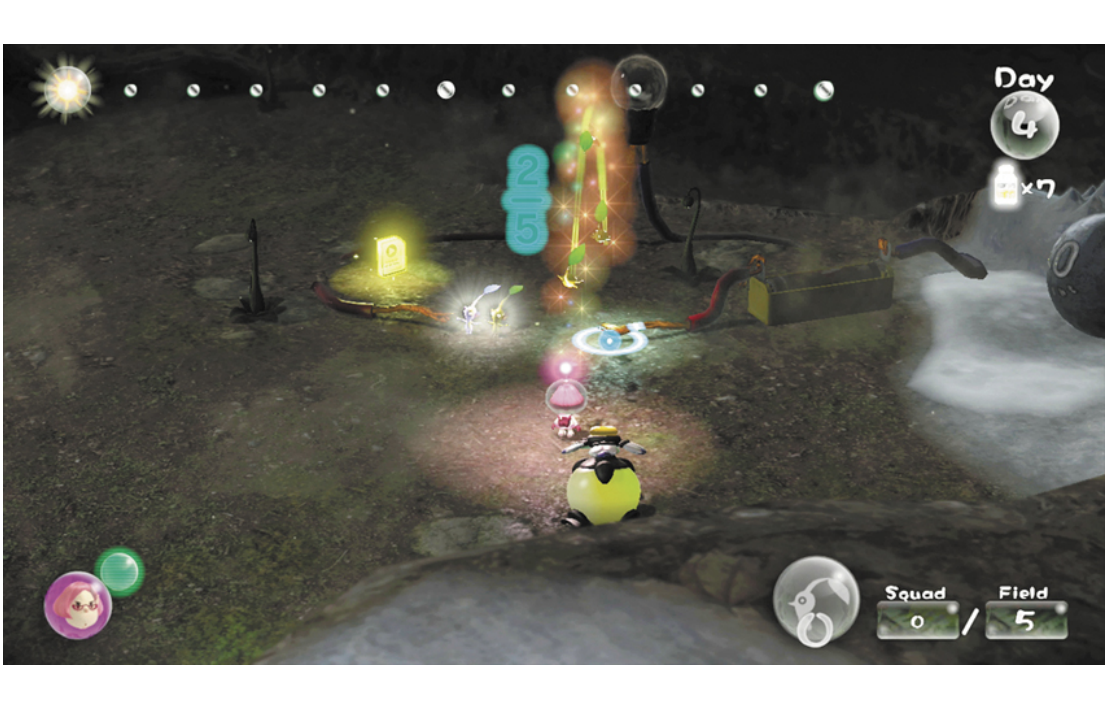


Map: Distant Tundra

Remaining Juice: 7 canisters

Objectives: Acquire the Yellow Pikmin, reunite Brittany and Alph, and search for fruit and special equipment.

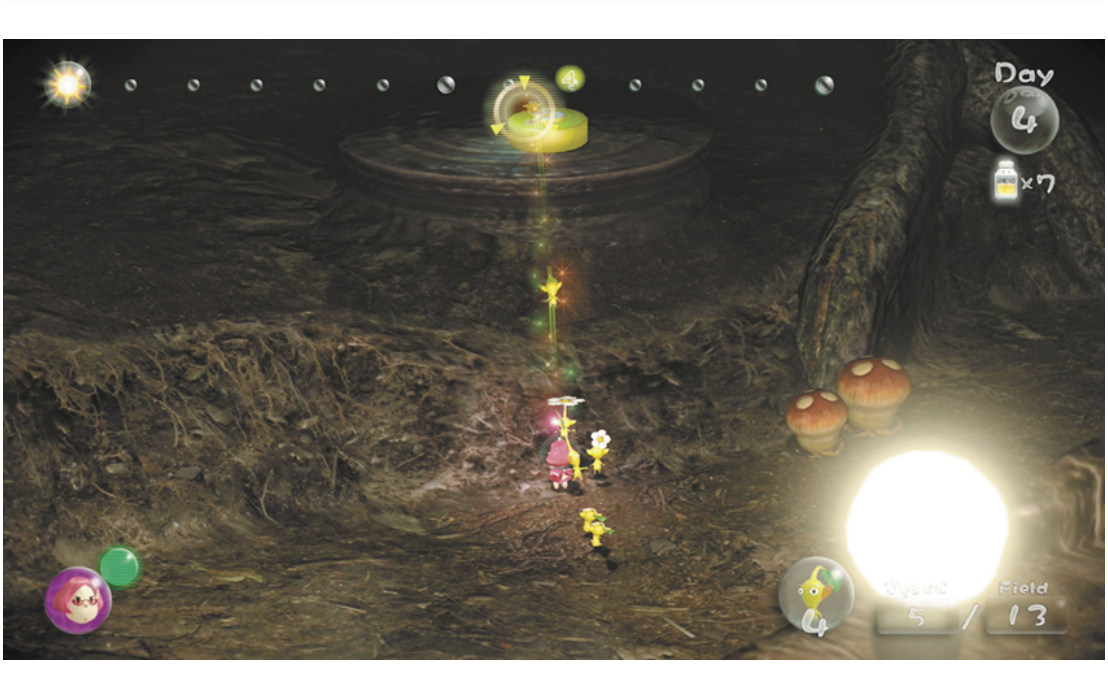
During another rough landing, Brittany is thrown from the ship. With some help from the newly discovered Yellow Pikmin, you build a bridge to reunite the separated crew members.



① When you gain control of Brittany, pluck the three sprouts near the Yellow Pikmin's disabled Onion. Toss your new allies over to the Pikmin holding the Electrode. Working together, the five Yellow Pikmin complete the circuit, powering a large bulb and activating the Onion.

**Tip**

Any Yellow Pikmin used to complete a circuit become fully mature when the task is complete!



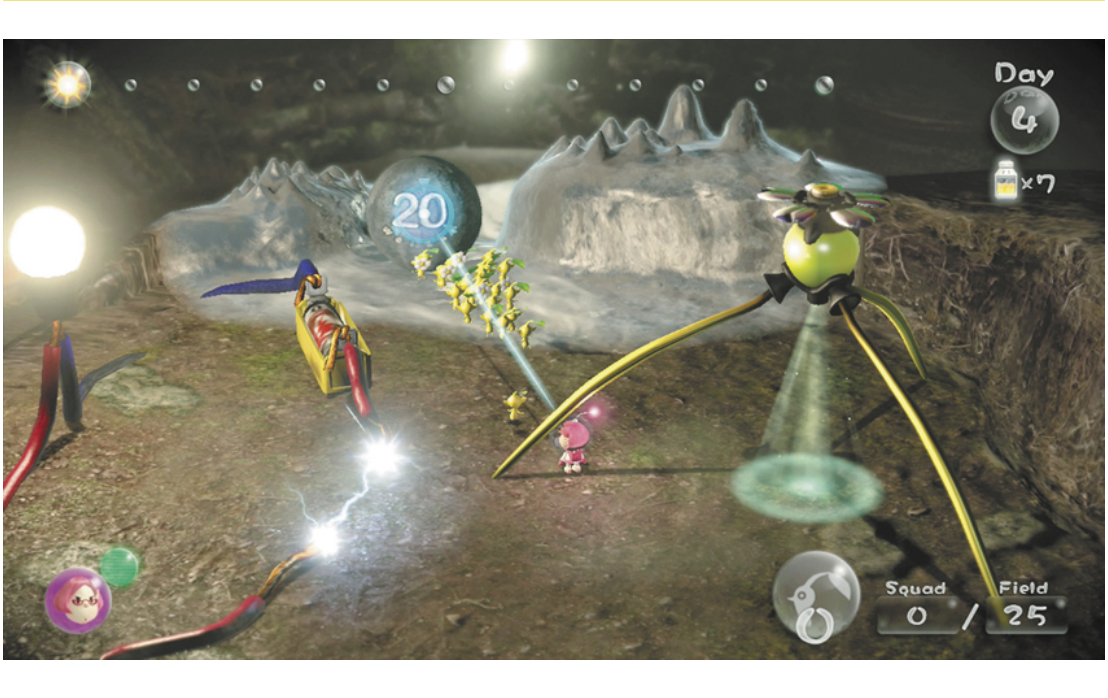
② Gather all five Yellow Pikmin and harvest the pellets scattered around the cave. Assign one Pikmin to each of the five smaller Pellet Posies in the area, then pluck the new sprouts and collect the two 5 Pellets in the area—the first 5 Pellet is located near Brittany's starting position, while the second 5 Pellet is on a tall ledge along the cave's east wall.

**Tip**

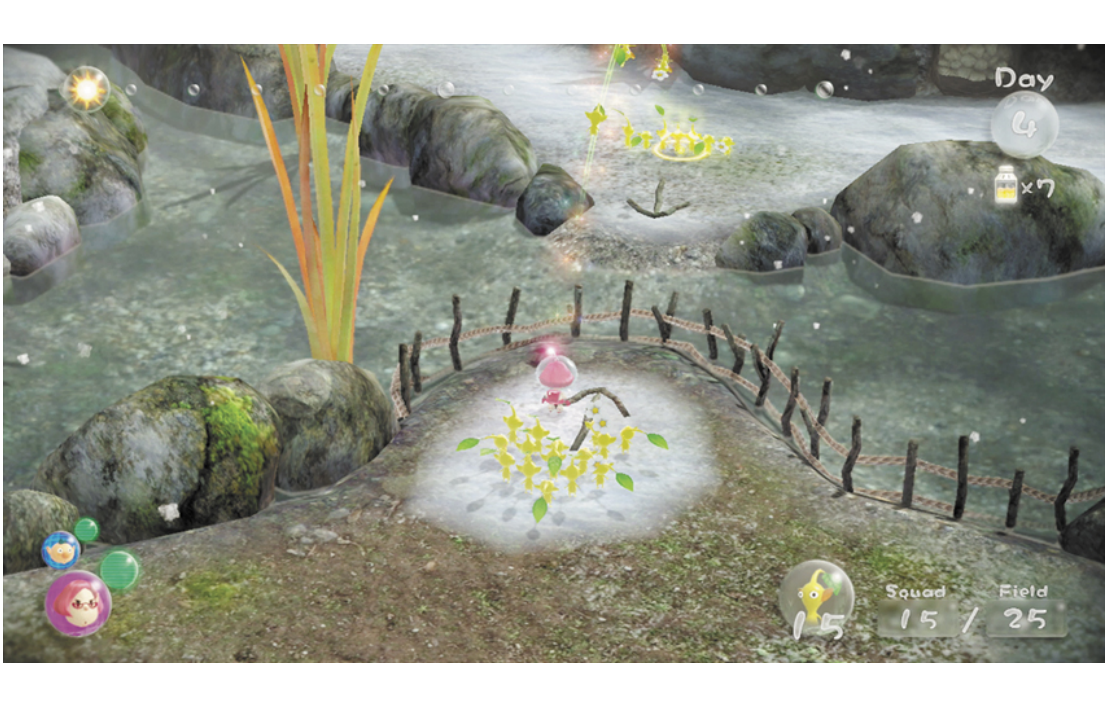
The day's time limit doesn't start until Brittany exits the cave. Take the time to fully explore the area.

**Note**

While searching the area, use the geyser in the cave's southern half to launch yourself back up to the ledge.



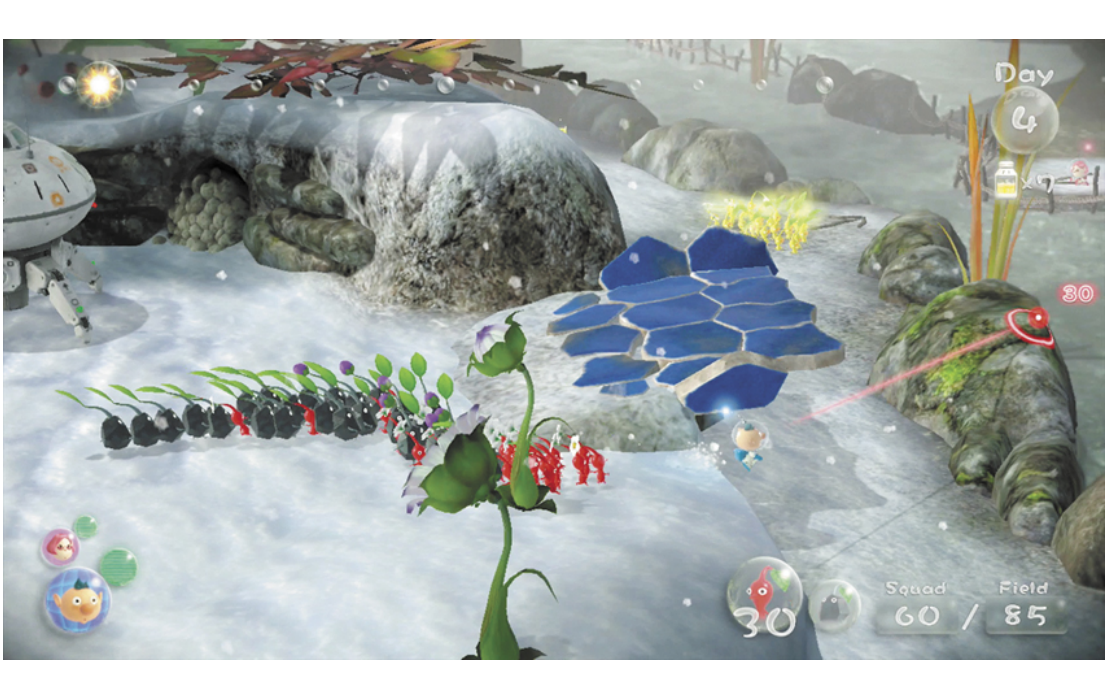
③ Once you've gathered at least 20 Yellow Pikmin, use them to push the Iron Ball located near their Onion. When the Iron Ball rolls down the slope, it smashes through the cave's south wall. When you're ready, lead all of your Yellow Pikmin down the ice slide and head outside to trigger a cinematic.



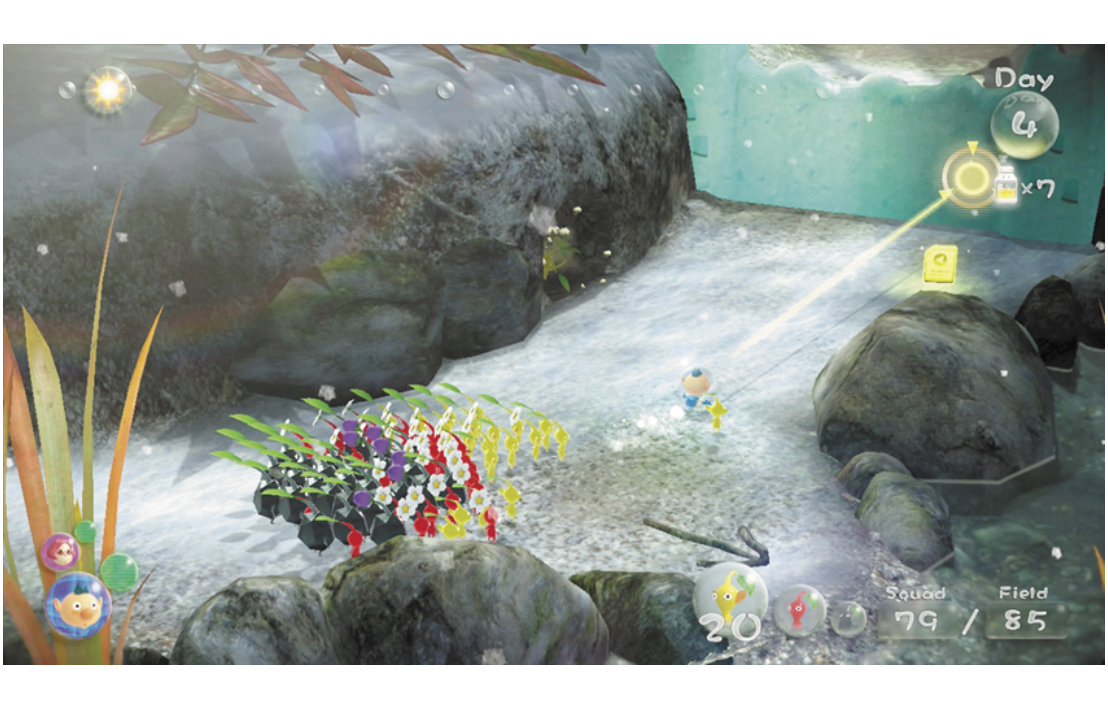
④ When the cinematic ends, use your Yellow Pikmin to defeat the Swooping Snitchbug patrolling the area to the west. When the job is done, move to the nearby arrow and toss all of the Yellow Pikmin across the water.

**Tip**

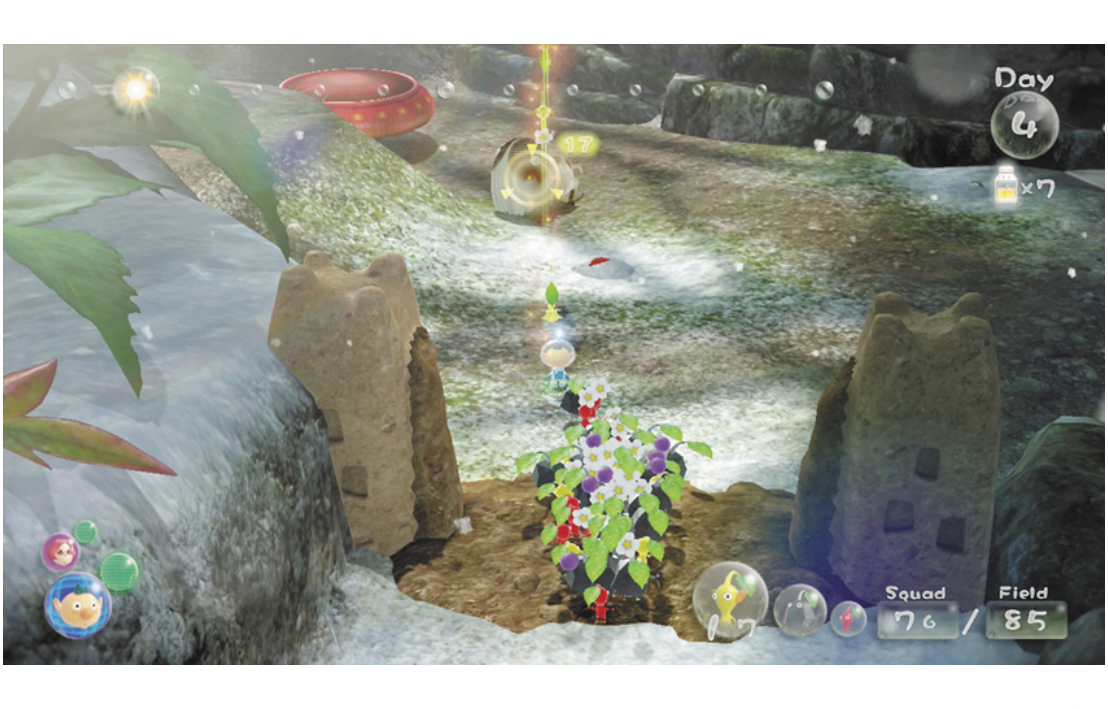
Wait for the Swooping Snitchbug to stop moving, then attack it with a steady stream of Pikmin. When your Pikmin wrestle the Swooping Snitchbug to the ground, send the rest of your squad charging into the incapacitated enemy.



⑤ Switch crew members to take control of Alph over at the landing site. Call at least 30 Red Pikmin and 30 Rock Pikmin out of the Onion, then lead them over the ledge and down to the Yellow Pikmin waiting at the water's edge.



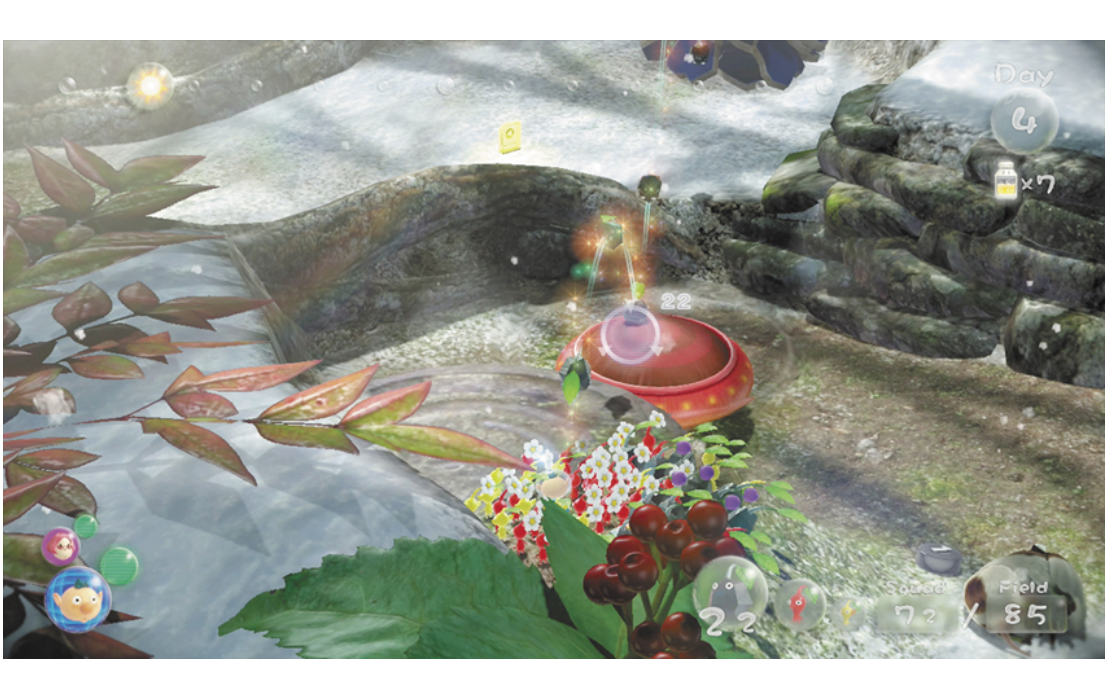
⑥ When you reach the Yellow Pikmin, assign five of them to dig through the Tunnel in the rocks to the south. Put all of your remaining Pikmin to work on the nearby Dirt Wall.



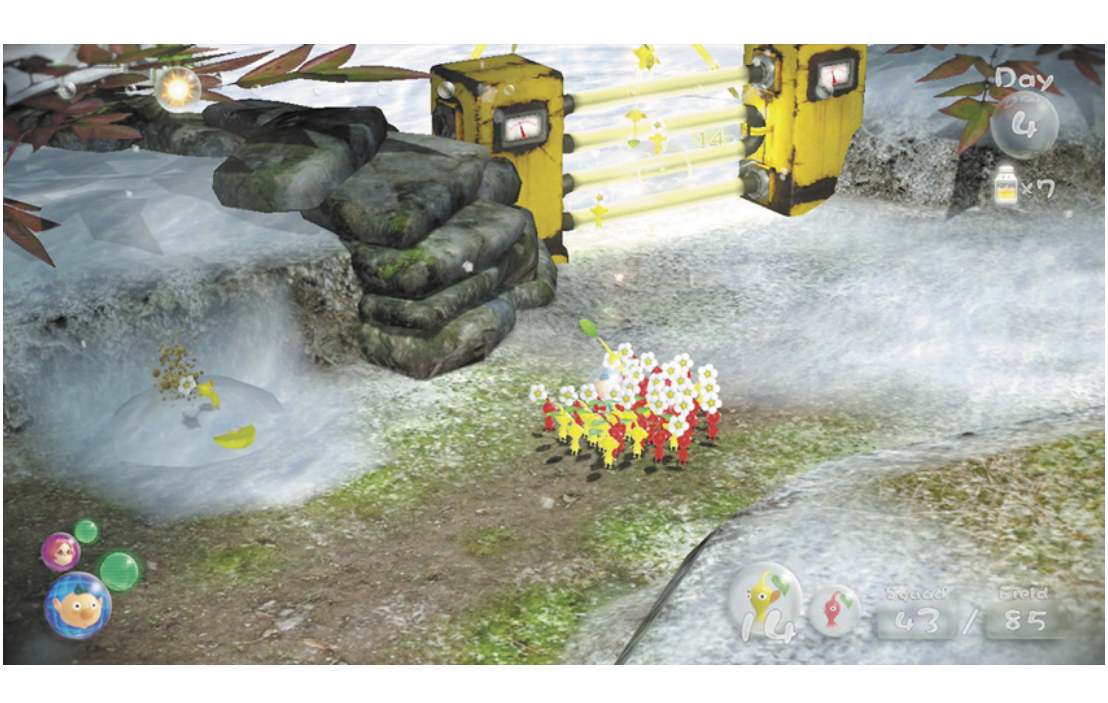
When the path is clear, use your Yellow Pikmin to attack the Bearded Amprat patrolling the area just past the Dirt Wall. Don't collect the defeated enemy at this time, and ignore any half-buried pellets you spot in the snow. For now, gather your Pikmin and climb onto the nearby ridge.

**Caution**

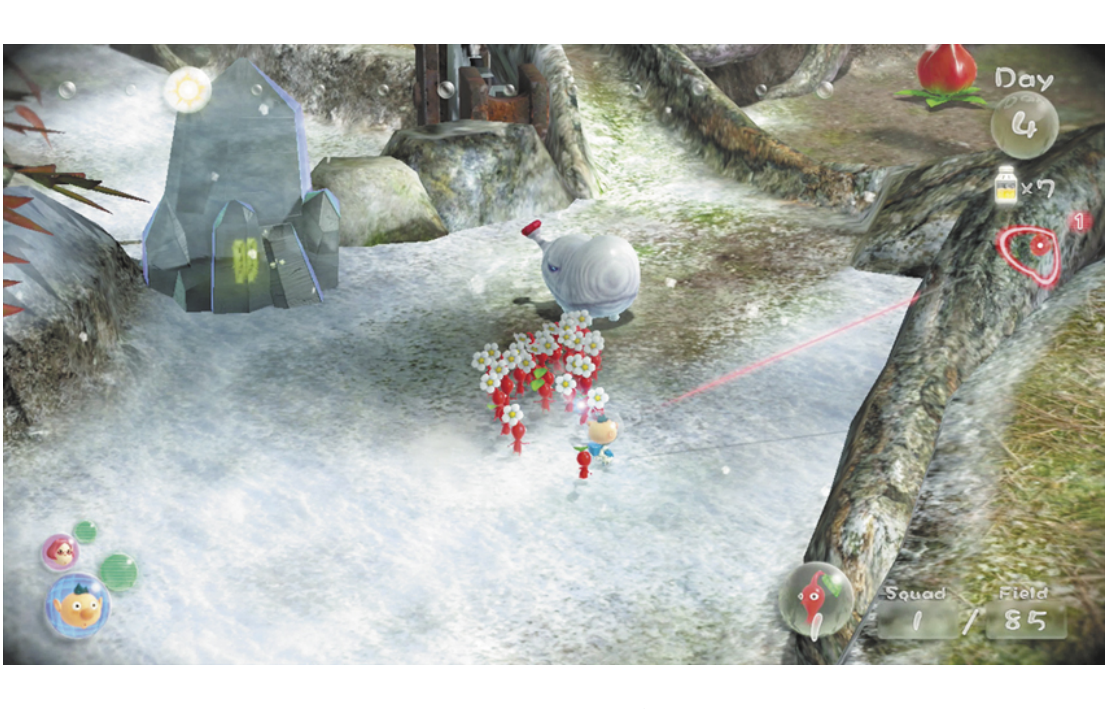
Yellow Pikmin are immune to the Bearded Amprat's electrical attacks, but they can still be eaten by the enemy. Try to attack the creature from behind, or dismiss all but the Yellow Pikmin so you can send them in with a single charge attack.



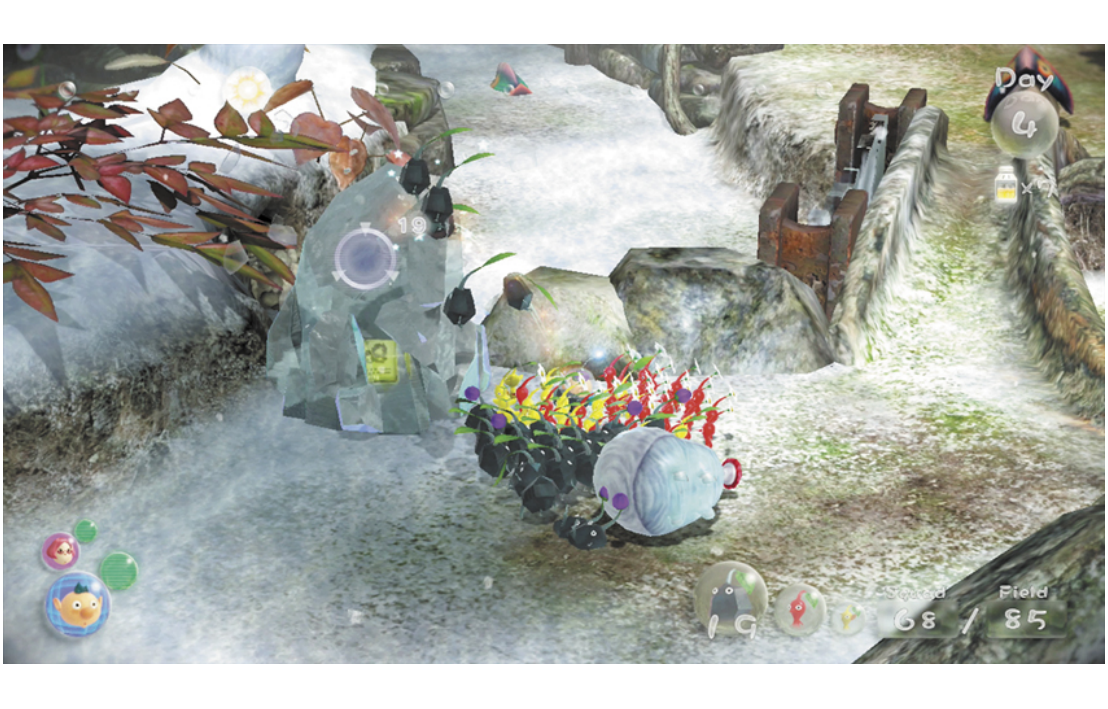
⑦ From the top of the ridge, throw all 30 of your Rock Pikmin on to the nearby Bouncy Mushroom. These Pikmin land in the first Fragment pile and begin constructing the bridge between Alph and Brittany. The Rock Pikmin will clear out the pile in a single trip, but it will take some time. Lead your remaining Pikmin onto the Bouncy Mushroom, then leave the Rock Pikmin to work as you follow the path east.



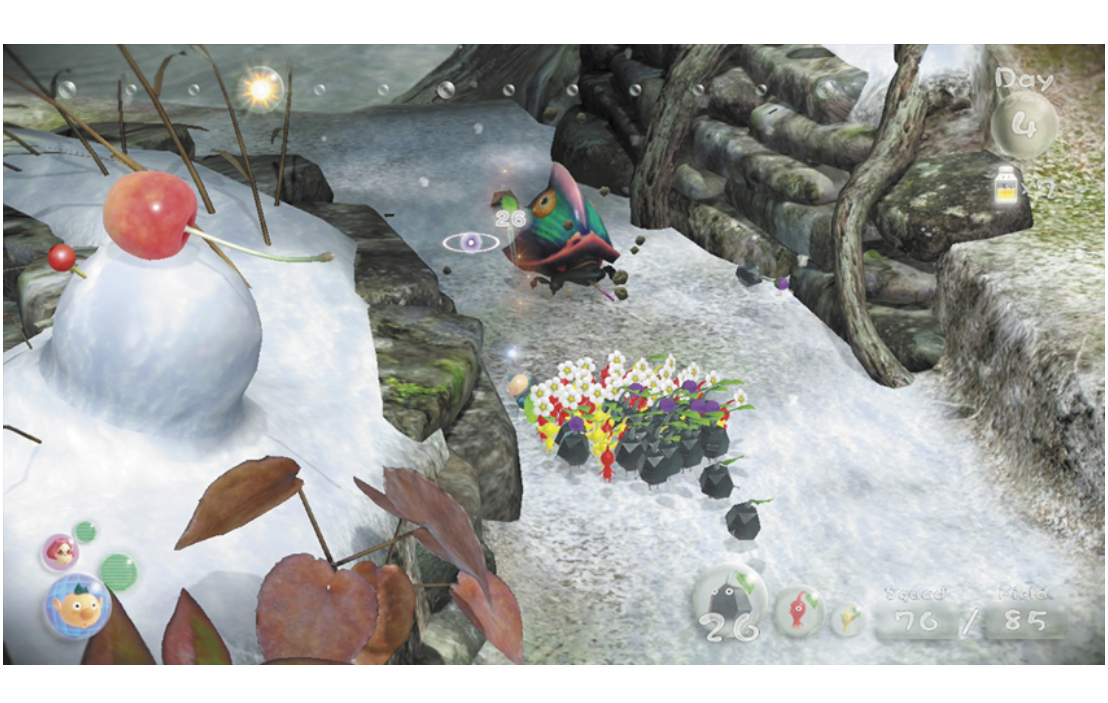
⑧ Put your Yellow Pikmin to work tearing down the Electric Gate just south of the landing site. Continue along the path with only Red Pikmin in tow.



When you reach the Fiery Blowhog, send the Red Pikmin in to attack. You'll need the Rock Pikmin to destroy the nearby crystal. Leave the defeated enemy for now, and swing back to the first Fragment pile. When all 30 Rock Pikmin are idle, call them back to you and return to the Large Crystal.



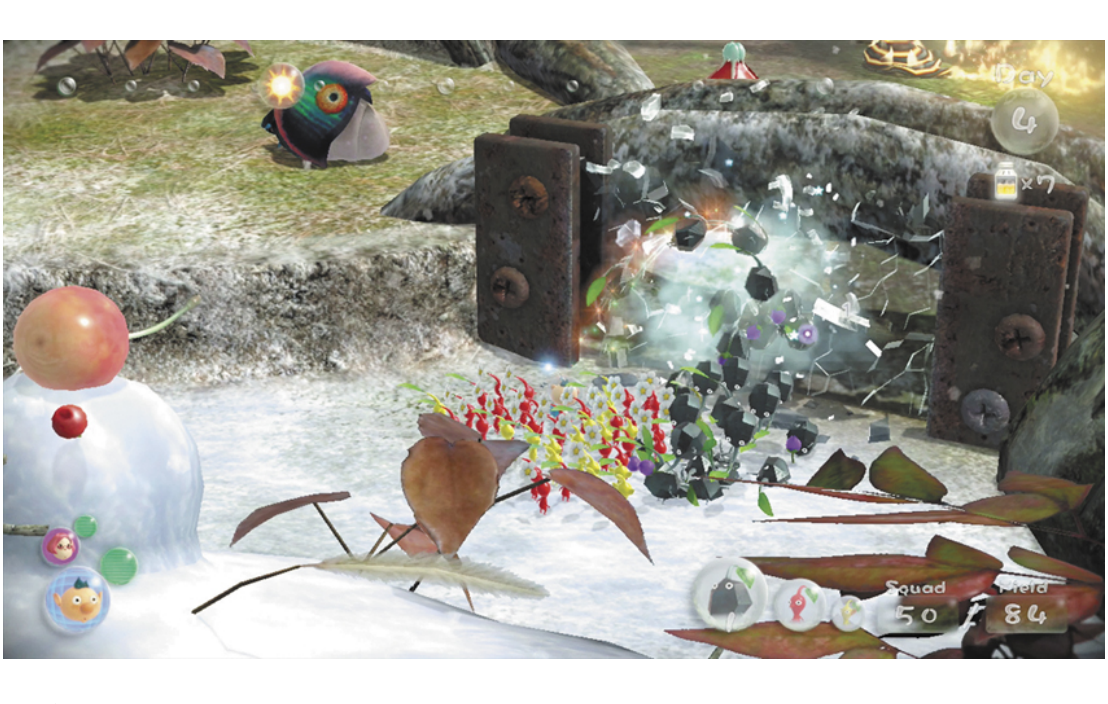
Use the Rock Pikmin to smash the Large Crystal and open up the lower path. The Yellow Pikmin should be just about finished with the Electric Gate. When they're done, call them to you and lead the whole group off of the ledge and down to the lower path.



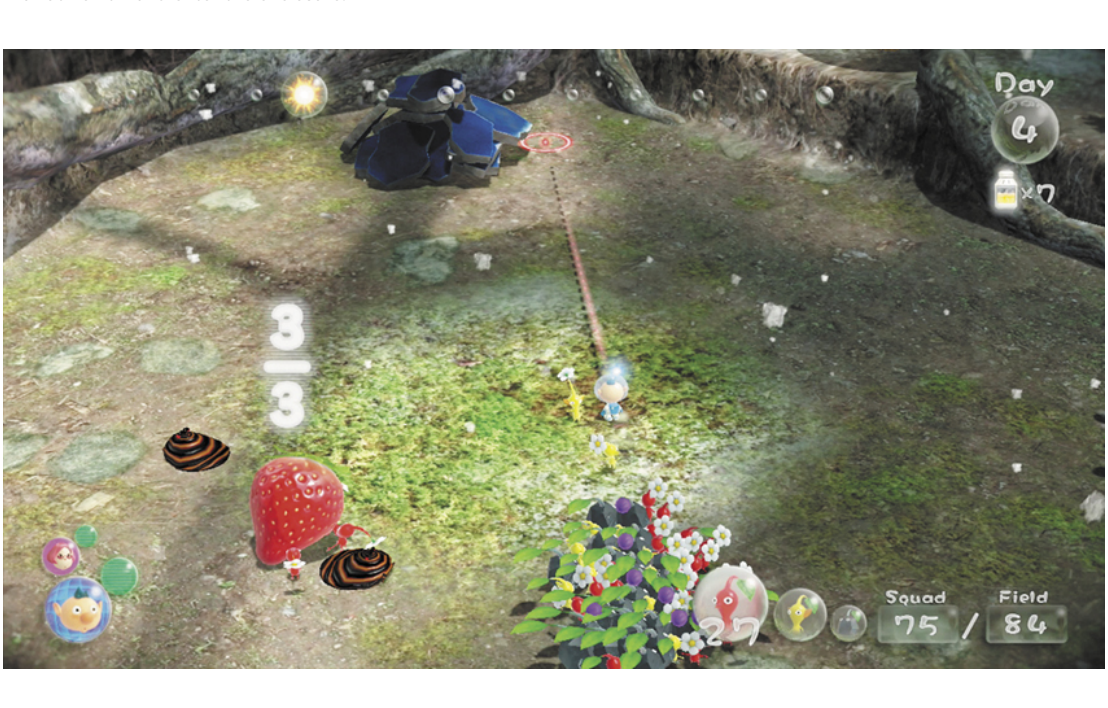
⑨ You land between a Crystal Wall and another Tunnel. Assign a few Pikmin to clear the Tunnel, then deal with the burrowed Joustmite just up the path. Toss a Rock Pikmin near the creature to draw it out of the ground, then use the remaining Rock Pikmin to attack the vulnerable flesh protruding from the back of its shell. During the battle, stay far enough away to keep your less durable Pikmin safe.

**Tip**

Rather than taking damage, Rock Pikmin are simply knocked back by the Joustmite's stabbing attacks.



There's another Joustmite on the ledge to the south. If you like, you can use the Rock Pikmin to take care of this enemy now. Use the map to scan the area for additional enemies on the path back to the landing site. When you're ready, smash the Crystal Wall at Point 9 and enter the enclosure.



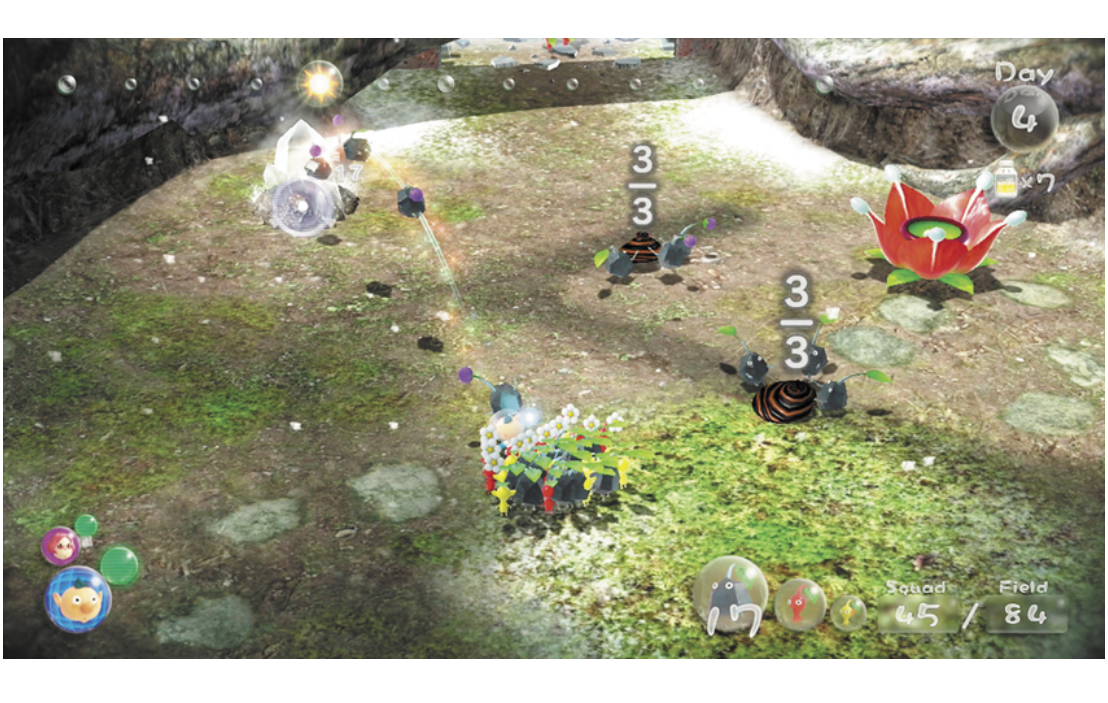
⑩ Throw five to ten Red Pikmin on each of the Pyroclasmic Slooches patrolling the enclosure. Aim for the back half of each creature to avoid their mouths. When you defeat the creatures, one of them spits out a Sunseed Berry (strawberry). As the fire trails burn out, assign at least three Red Pikmin to carry the Sunseed Berry to the landing site. When it's safe, move to the back of the enclosure and send your Pikmin charging into the Fragment pile.

**Note**

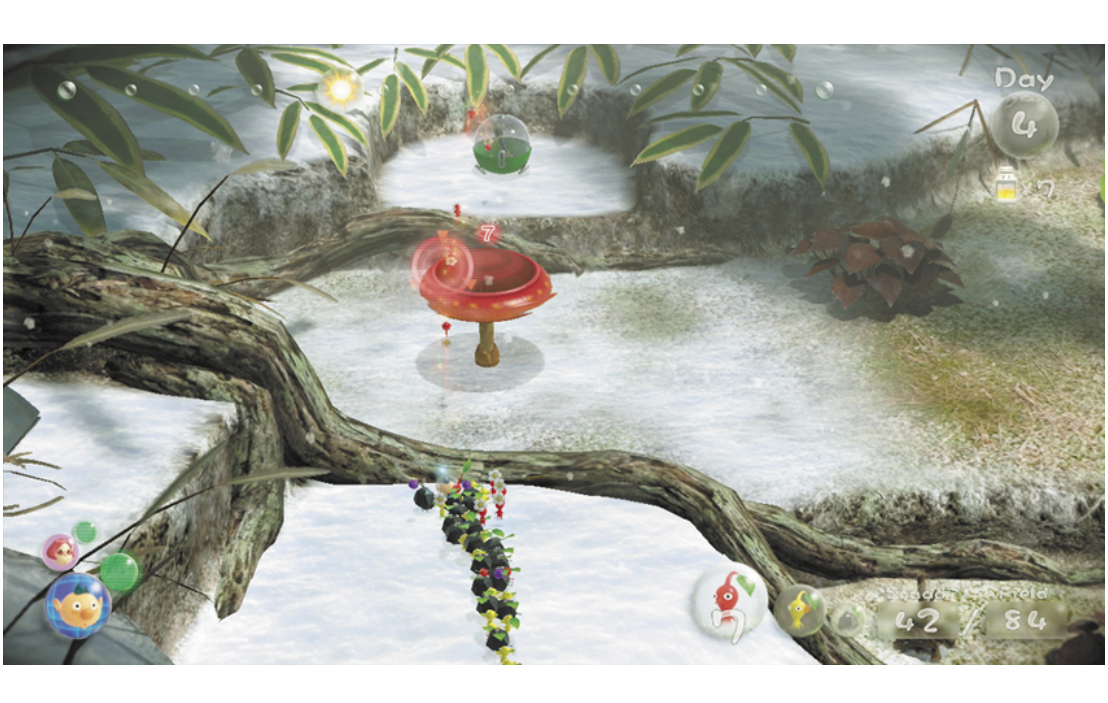
The red Candypop Buds in the enclosure allow you to transform any color of Pikmin into Red Pikmin. However, you shouldn't have any reason to do so at this time.

**Caution**

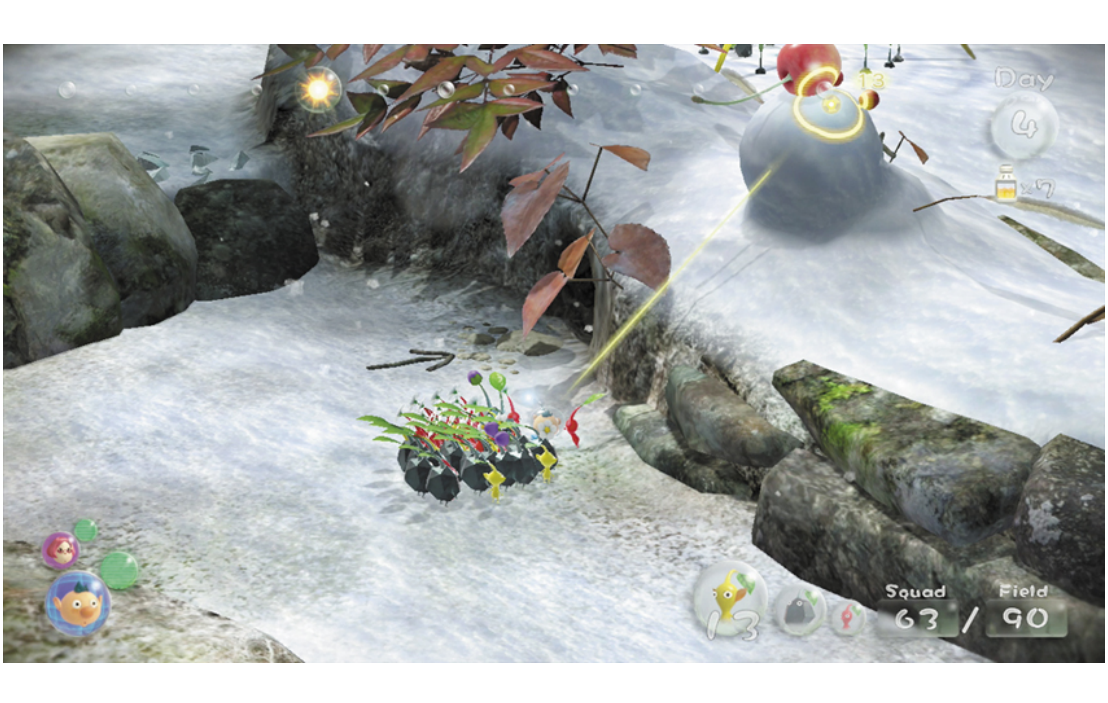
The path back to the landing site should be relatively clear, but any Pikmin assigned to the Sunseed Berry will be vulnerable to ranged attacks from water-based Skeeterskates.



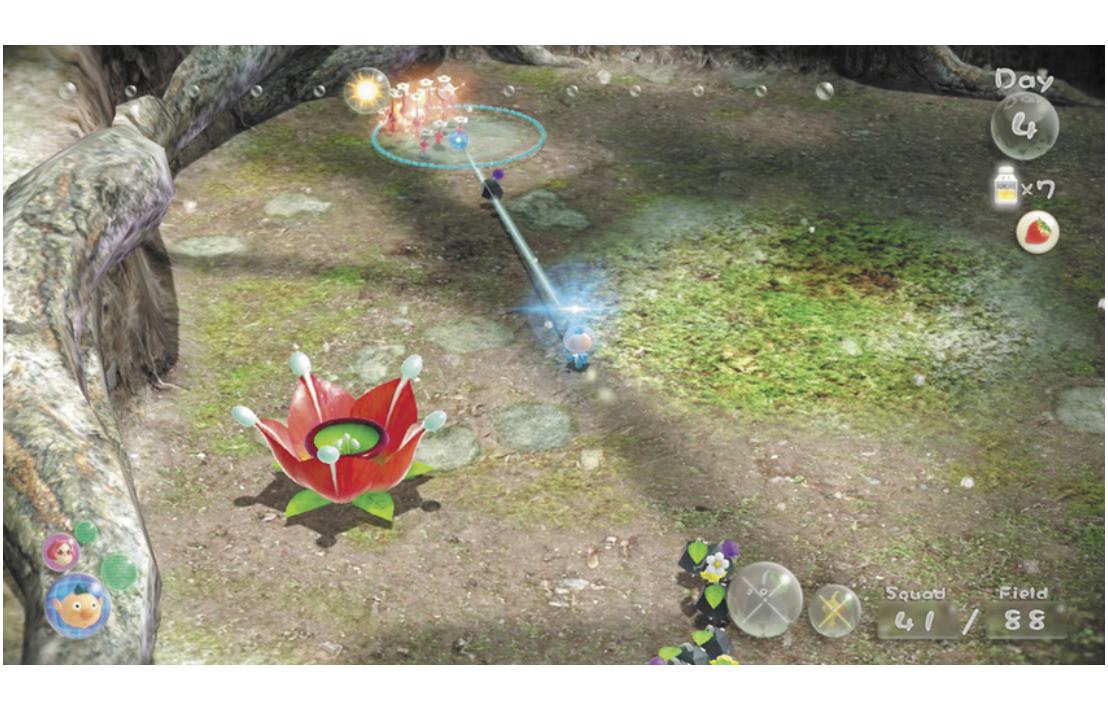
While all 20 Fragments are being carried out of the enclosure, round up your idle Pikmin. Destroy the Small Crystal to reveal a geyser. If you're willing to risk possible Skeeterskate attacks, assign three Pikmin to each of the defeated Pyroclasmic Slooches. When you're ready, use the geyser to launch yourself back to the upper path.



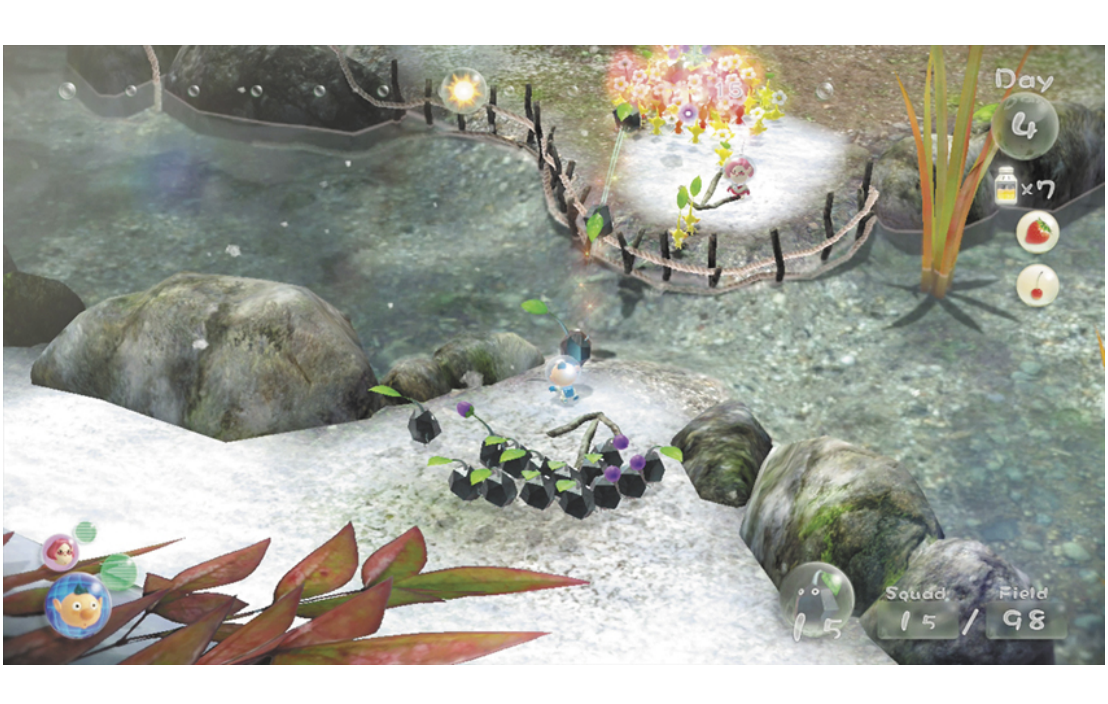
⑪ Follow the upper path east. If you didn't already defeat the Joustmite on the ledge, do so on your way to Point 11. When you arrive, look for the Dodge Whistle located on the ledge to the south. Throw 10 Pikmin onto the Bouncy Mushroom and over to this useful piece of equipment.



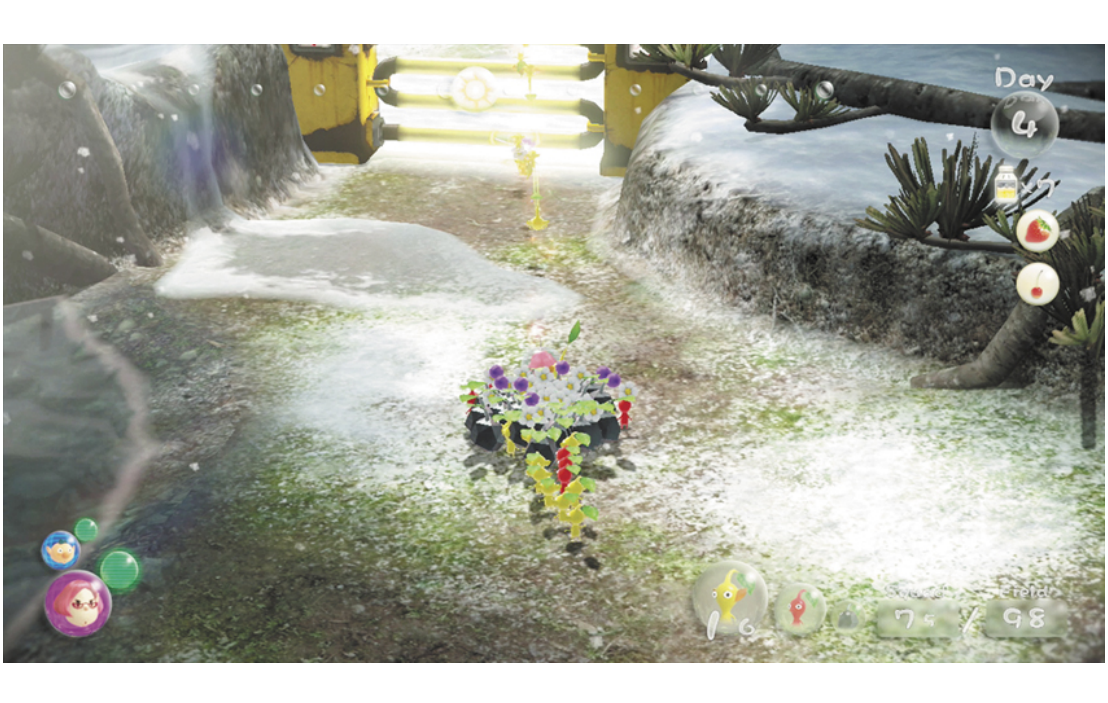
⑫ As the Dodge Whistle is transported to the landing site, drop back down to the lower path and collect the Pikmin that cleared the second Tunnel. Look for the Cupid's Grenade (cherry) high atop the snowman on the ledge above the Tunnel. Slip through the Tunnel and toss a Yellow Pikmin up to the Cupid's Grenade. When the fruit is free, this Pikmin should automatically collect it.



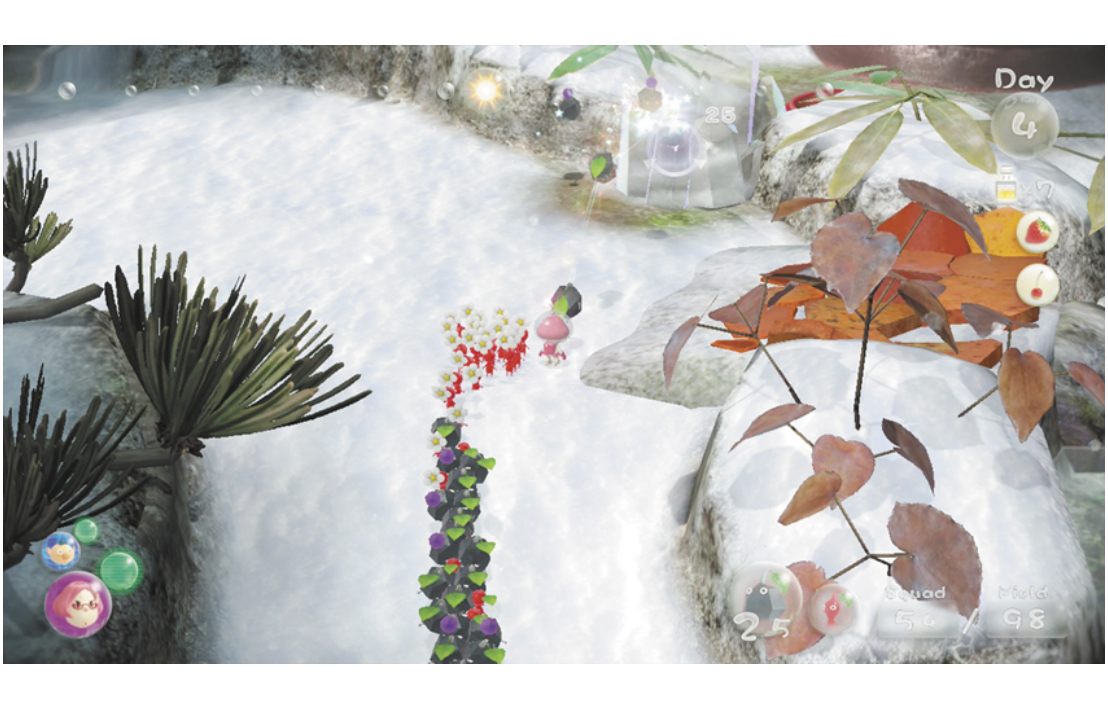
At this point, you should be less than halfway through Day 4. Round up the idle Pikmin that have returned to the second Fragment pile, and check the in-game map for any additional Pikmin you might have lost while exploring the area. If you like, you can assign Red Pikmin and/or Rock Pikmin to carry any of the defeated enemies left in the area—just make sure you're ready to move on before midday.



⑬ Gather the idle Pikmin at the landing site and pluck any new sprouts that have appeared. If you like, call additional Pikmin down from the Onion to fill out your party. Return to the spot where you collected the Yellow Pikmin, then throw your entire army across the water to Brittany.



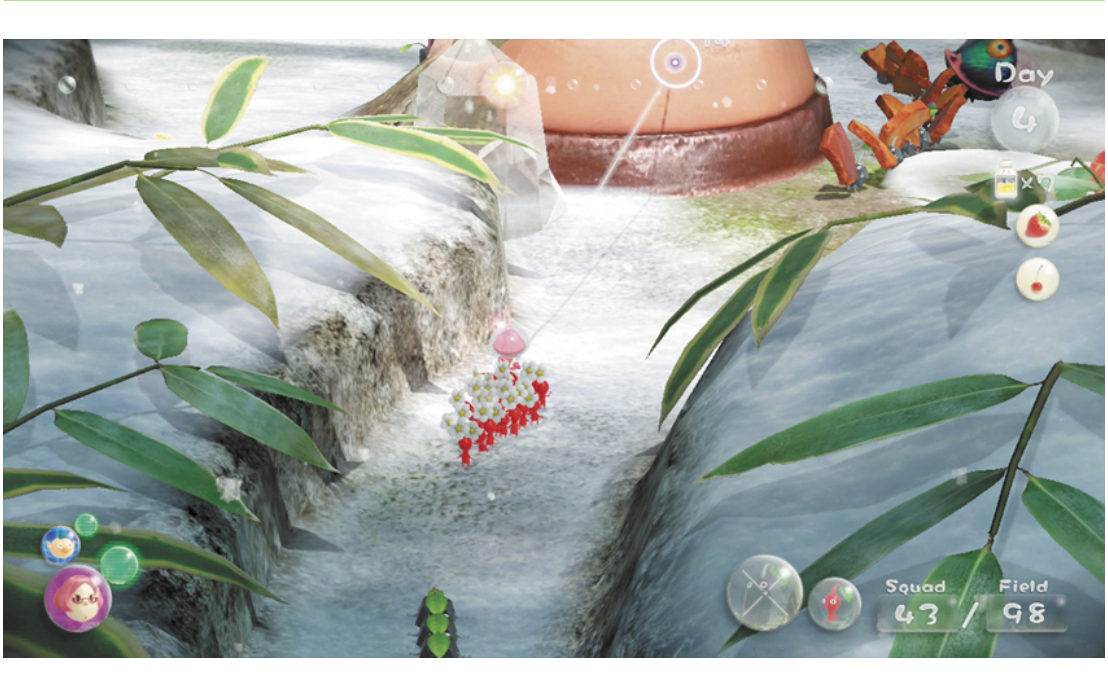
⑭ Switch crew members and gather the idle Pikmin. Back away from the water and put the Yellow Pikmin to work on the Electric Gate. While they begin destroying the obstacle, head up the slope to the east.



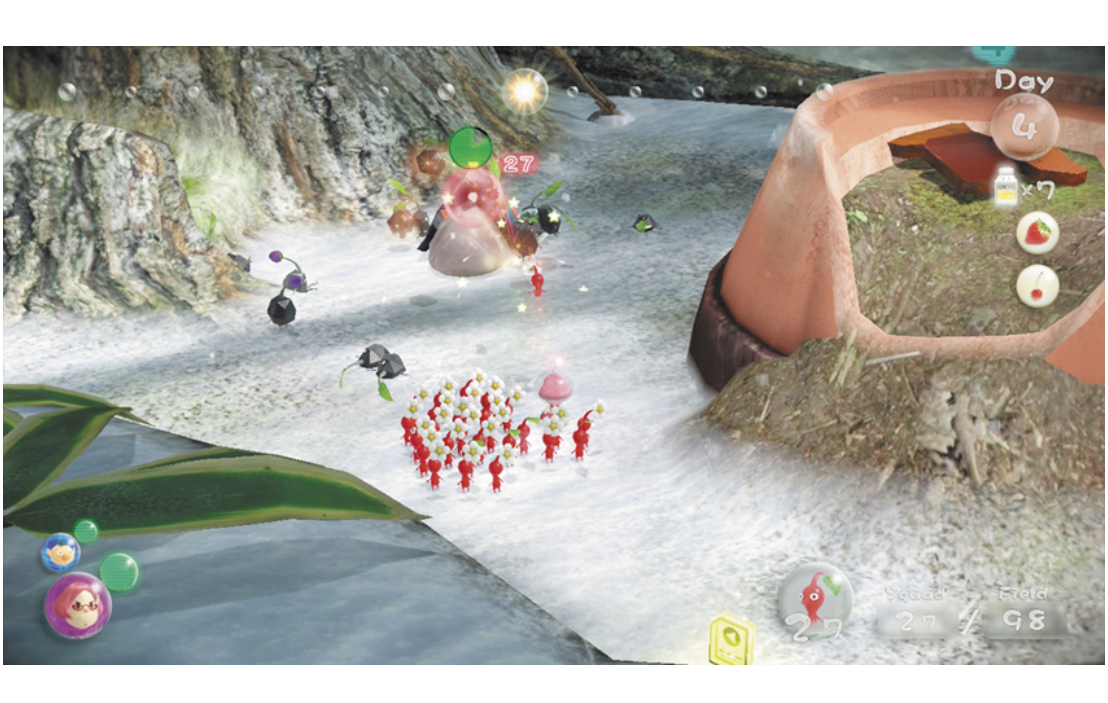
⑮ Use the Rock Pikmin to destroy the Large Crystal at the top of the slope. This opens a path to another Bouncy Mushroom. When the obstacle is destroyed, toss about half of your Rock Pikmin onto the Bouncy Mushroom and follow the curved path to the north.

**Tip**

Just toss the Rock Pikmin past the shattered crystal—the icy slope will carry them straight to the Bouncy Mushroom.



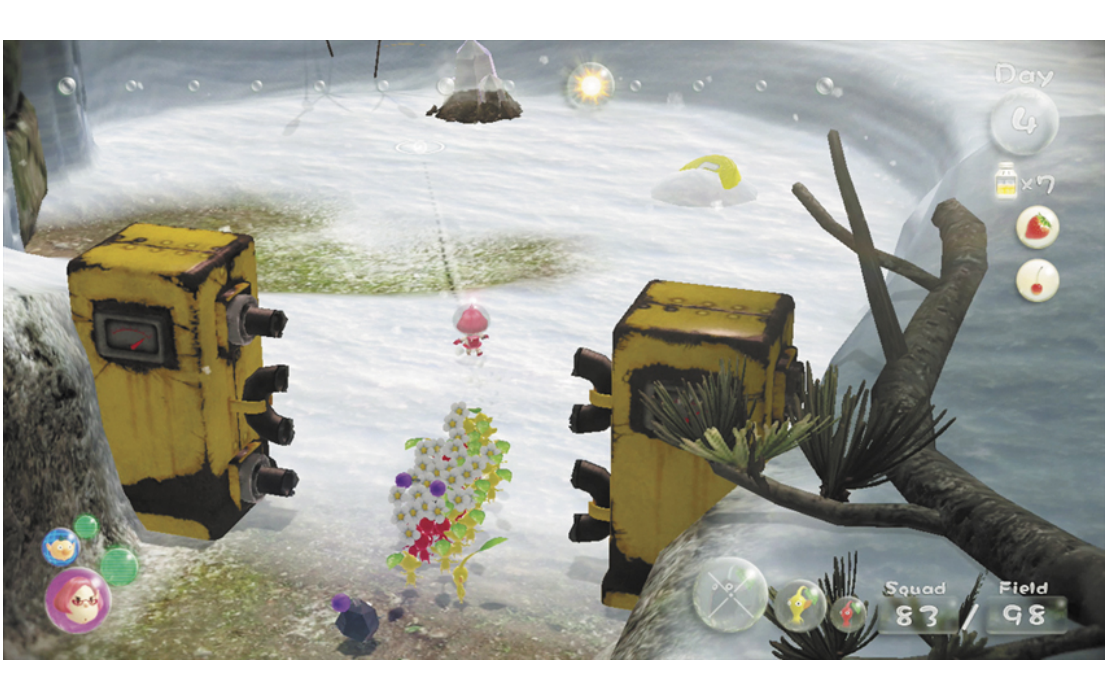
⑯ As you head down the curved path, you should pass your Rock Pikmin carrying the first Fragments of Brittany's half of the bridge. The two Joustmites in the area can't harm these durable allies, but make sure you keep the rest of your Pikmin safe from their attacks. Smash the Large Crystal at the bottom of the curved path to create a shorter route, to Brittany's first Fragment pile, then circle the flower pot and clear out the enemies.



⑰ As you deal with the Joustmites, your working Pikmin should finish off the Fragment pile. Feel free to destroy the nearby Pellet Posy, but don't collect the 5 Pellet just yet. Leave the defeated Joustmites, gather your idle Pikmin from the Flower Pot, and head back up the curved path.

**Tip**

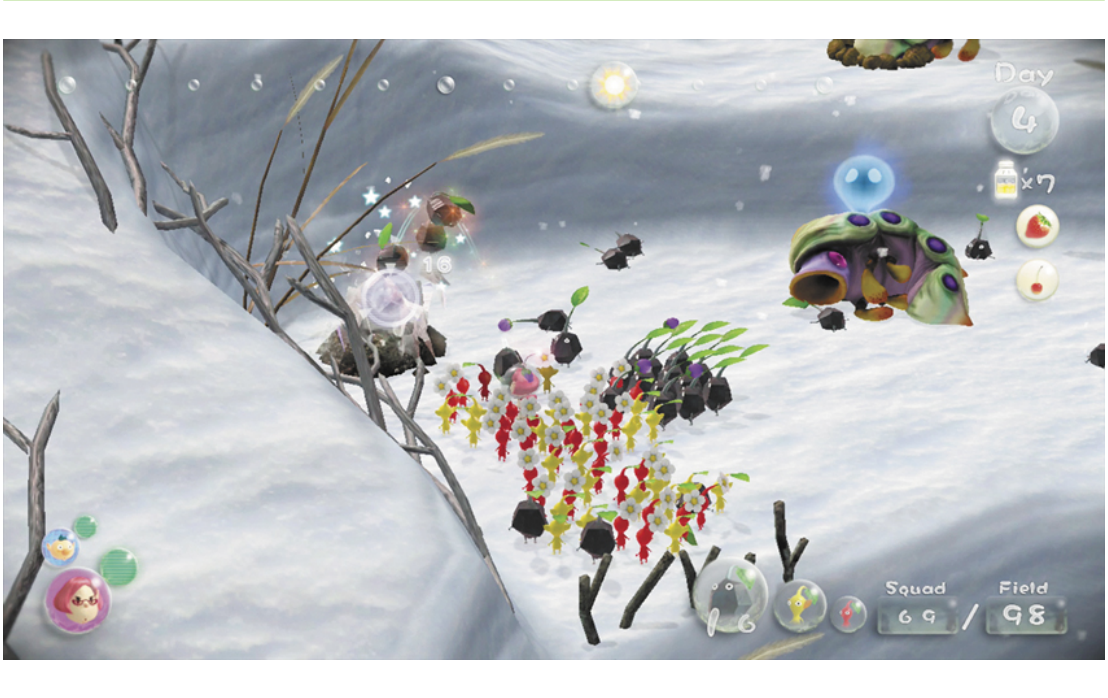
Check the in-game map for any straggling Rock Pikmin. Make sure you collect them all before you leave the area.



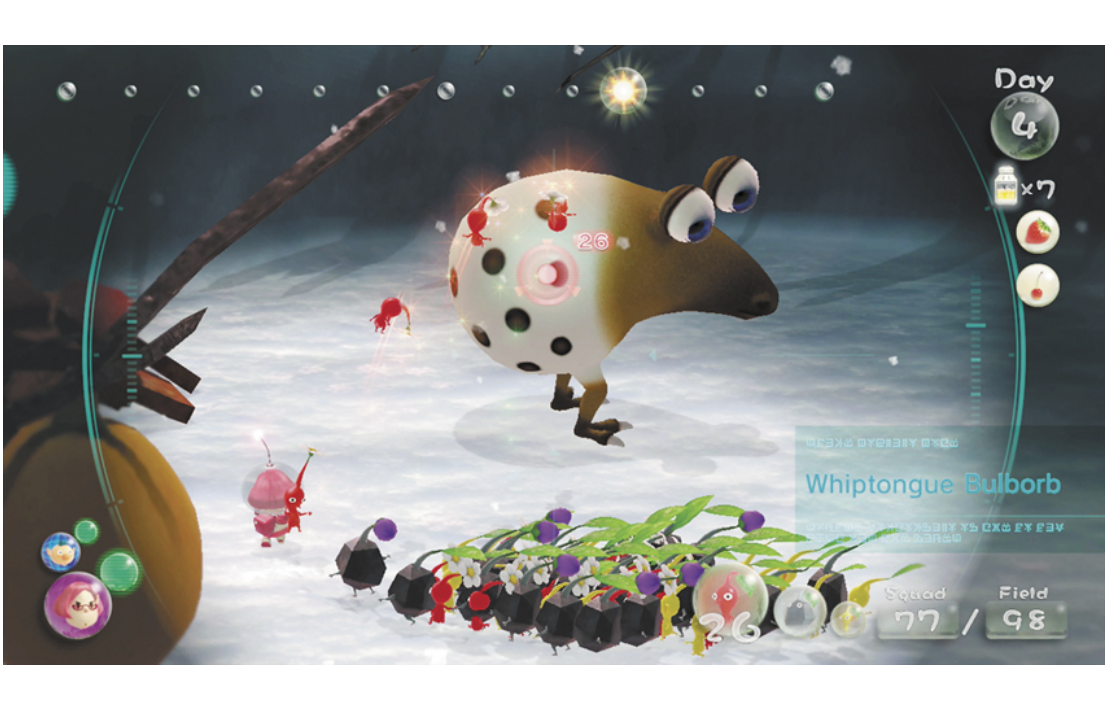
⑱ By now, the Yellow Pikmin have finished destroying the Electric Gate. Return to their position and call them to your side. Head through the opening and use your Rock Pikmin to clear the Small Crystal from the geyser. There are two Arctic Cannon Larvas firing Snowballs from the nearby ledges. Any Pikmin caught in a Snowball's path won't be harmed, but they will be temporarily incapacitated. Use the geyser to launch yourself to the first ledge.

**Tip**

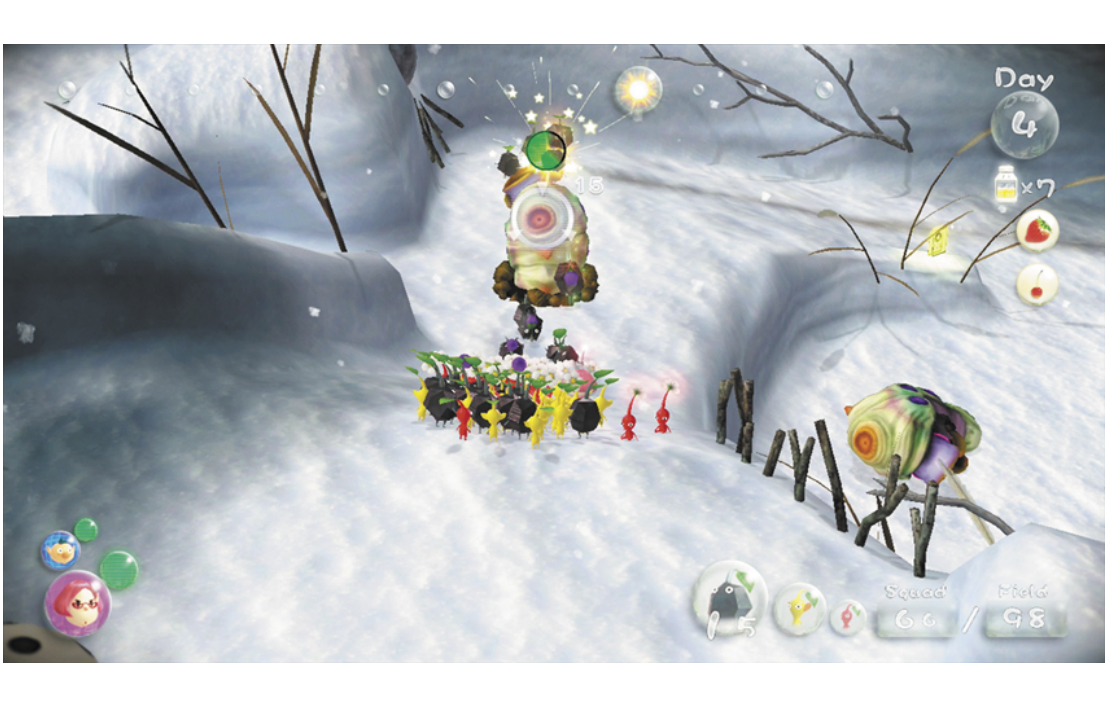
As long as you maintain a reasonably large force, it's best to keep moving. If the bulk of your Pikmin are incapacitated, however, use the whistle to call them back to your side.



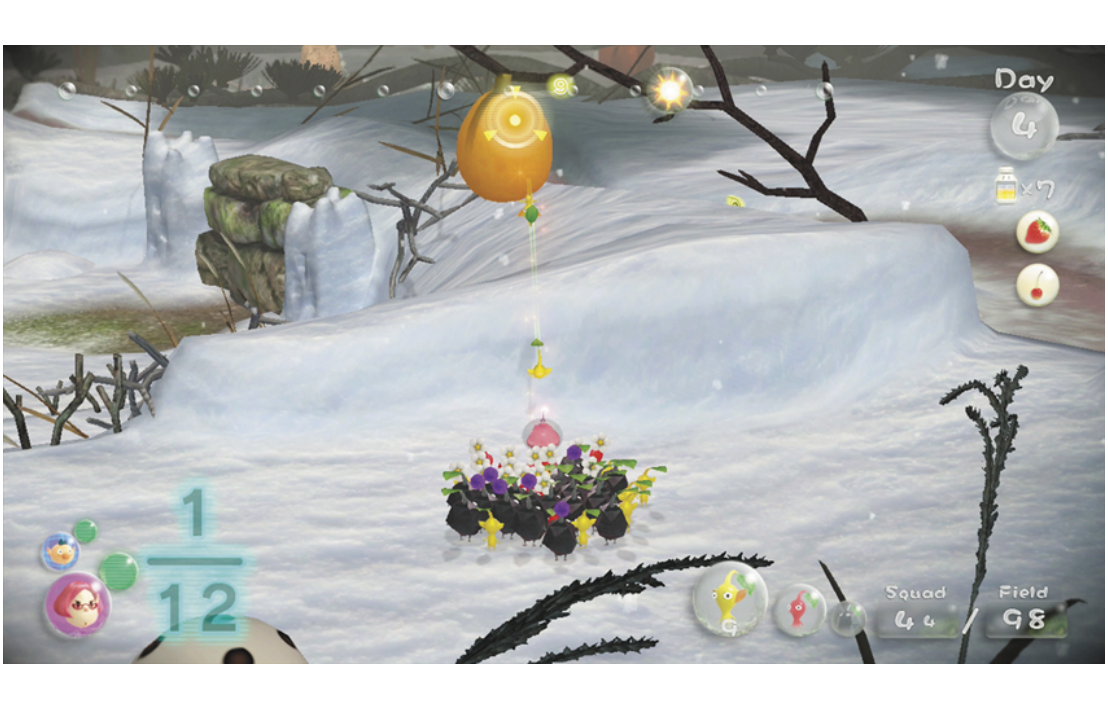
⑲ When you land, take care of the first Arctic Cannon Larva and clear the small crystal from the nearby geyser. Use the second geyser to reach the upper ledge. You land near a fresh pile of Fragments and a Whiptongue Bulborb.



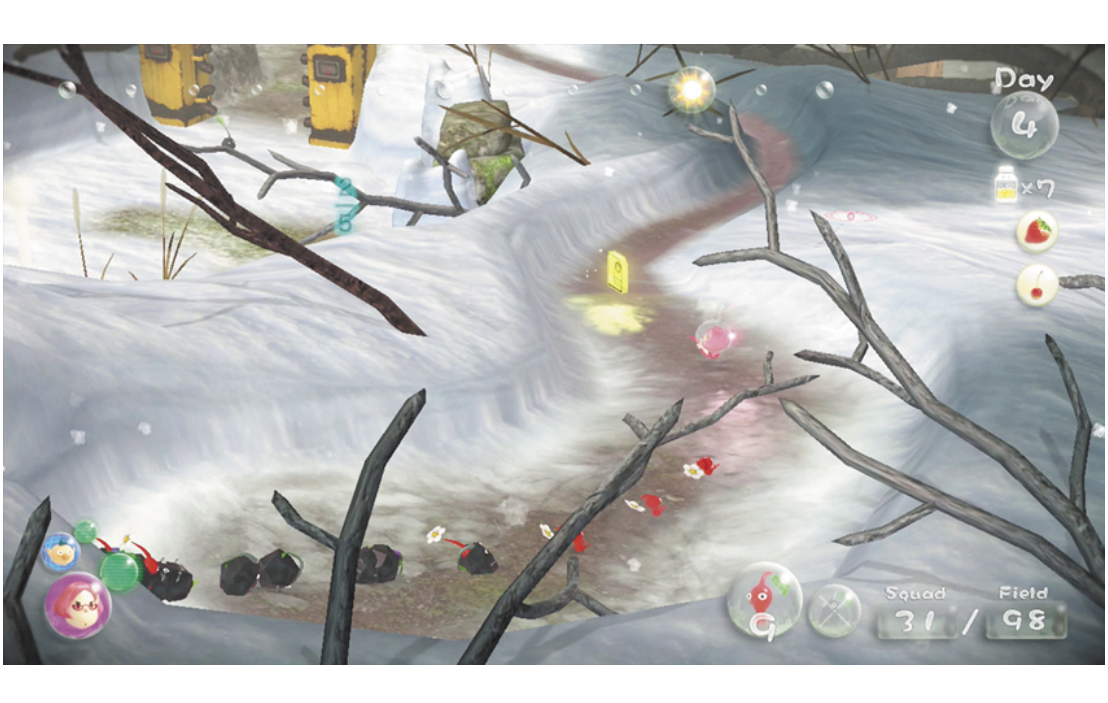
⑳ A Whiptongue Bulborb can eat a lot of Pikmin very quickly. When you land, Lock onto the creature and try to slip behind it. As you move, throw Pikmin onto its back to help keep it from turning with you. Once you successfully flank the creature, send your Pikmin charging in to defeat it quickly.



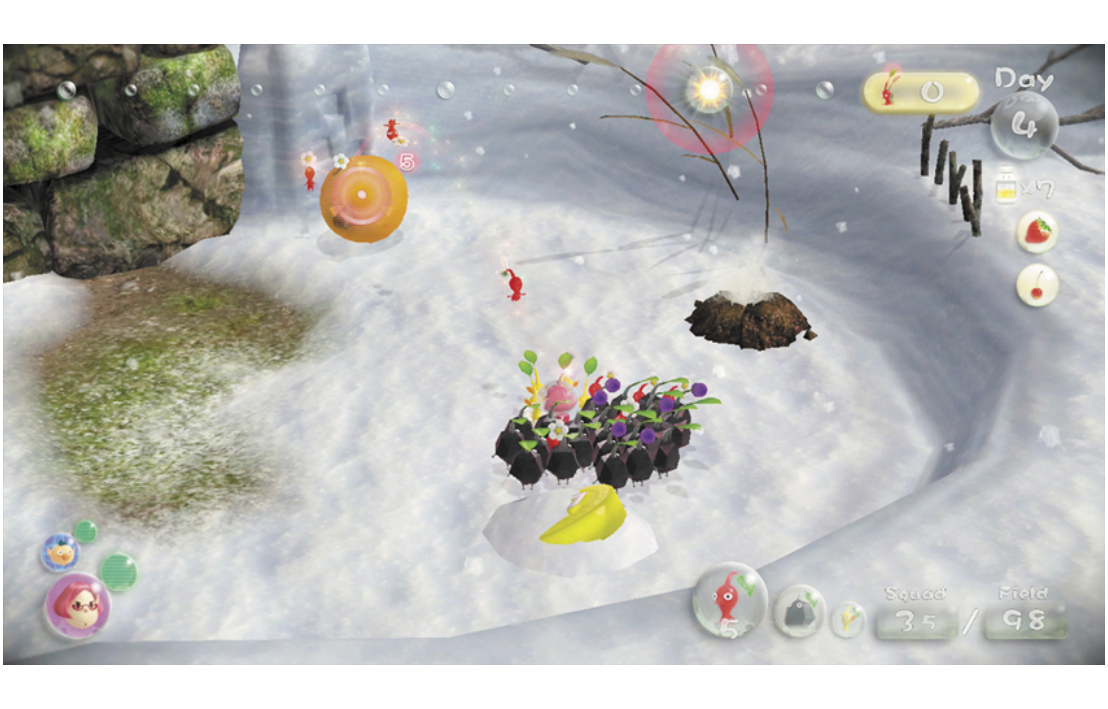
When the Whiptongue Bulborb is down, attack the Arctic Cannon Larva to the east.



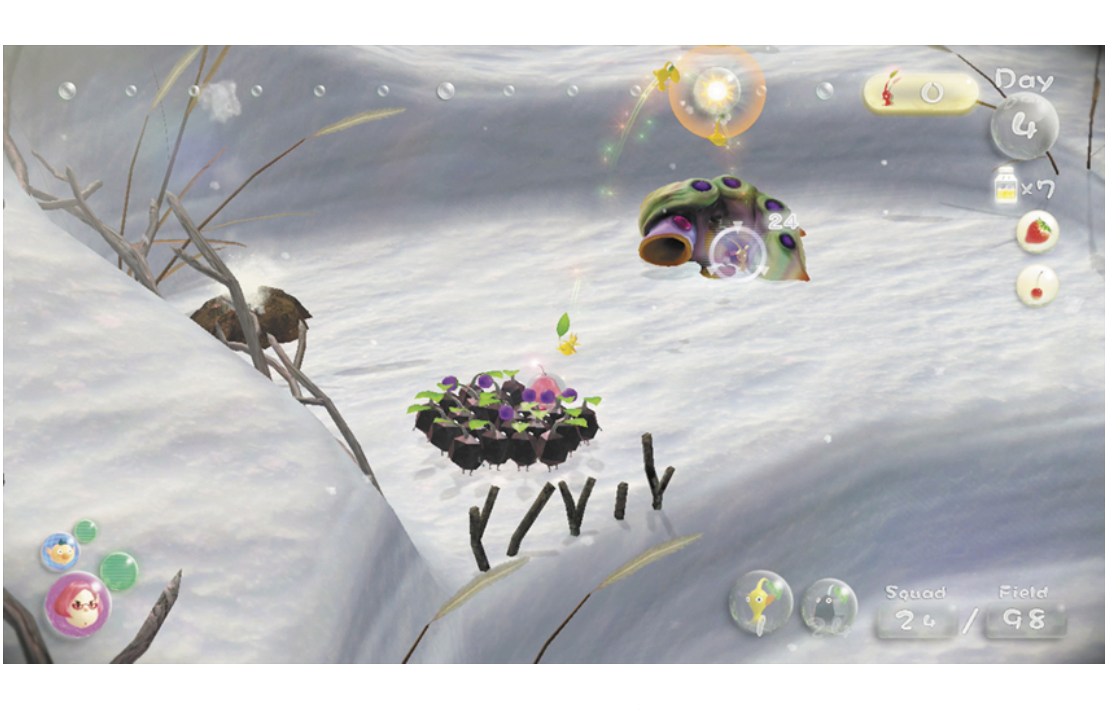
When the area is clear of enemies, gather your forces and toss five Yellow Pikmin to the side. Send the rest of your Pikmin charging into the Fragment pile. As long as the bulk of your Pikmin made it to the upper ledge, you should have more than enough to move all 30 Fragments in one trip. Gather all of the remaining Pikmin and throw the Yellow Pikmin up to the Velvety Dreamdrop (loquat) hanging from the nearby branch.



㉑ The Yellow Pikmin are able to pull the Velvety Dreamdrop loose, but the landing generally knocks them away from the fruit, so it's unlikely they'll carry it back to the ship. Use the nearby winding path to slide down from the upper ledge. This not only provides a speedy shortcut, it allows you to collect an out-of-the-way Data File.



When you land, head back into the enclosure and round up any Pikmin that failed to reach the upper ledge. If needed, assign up to 10 new Pikmin to carry the Velvety Dreamdrop, then use the geysers to return to the upper ledge.



Gather the idle Pikmin from the Fragment pile and check the timer. If you've moved fairly quickly, you should have enough time to collect the fallen enemies and several pellets. If possible, assign enough Yellow Pikmin to each body to ensure it's delivered to their Onion. Check the map for stray Pikmin and use one of the crew members to gather them. If possible, pluck any sprouts that appear at the Yellow Pikmin's Onion before the day ends.

**Tip**

If you're running low on time, make sure you have the maximum number of Pikmin assigned to each object you intend to collect. Check their progress on the Wii U GamePad. As the day's final countdown begins, gather any working Pikmin that won't make it to safety in time.

**Progress Report: Day 4**

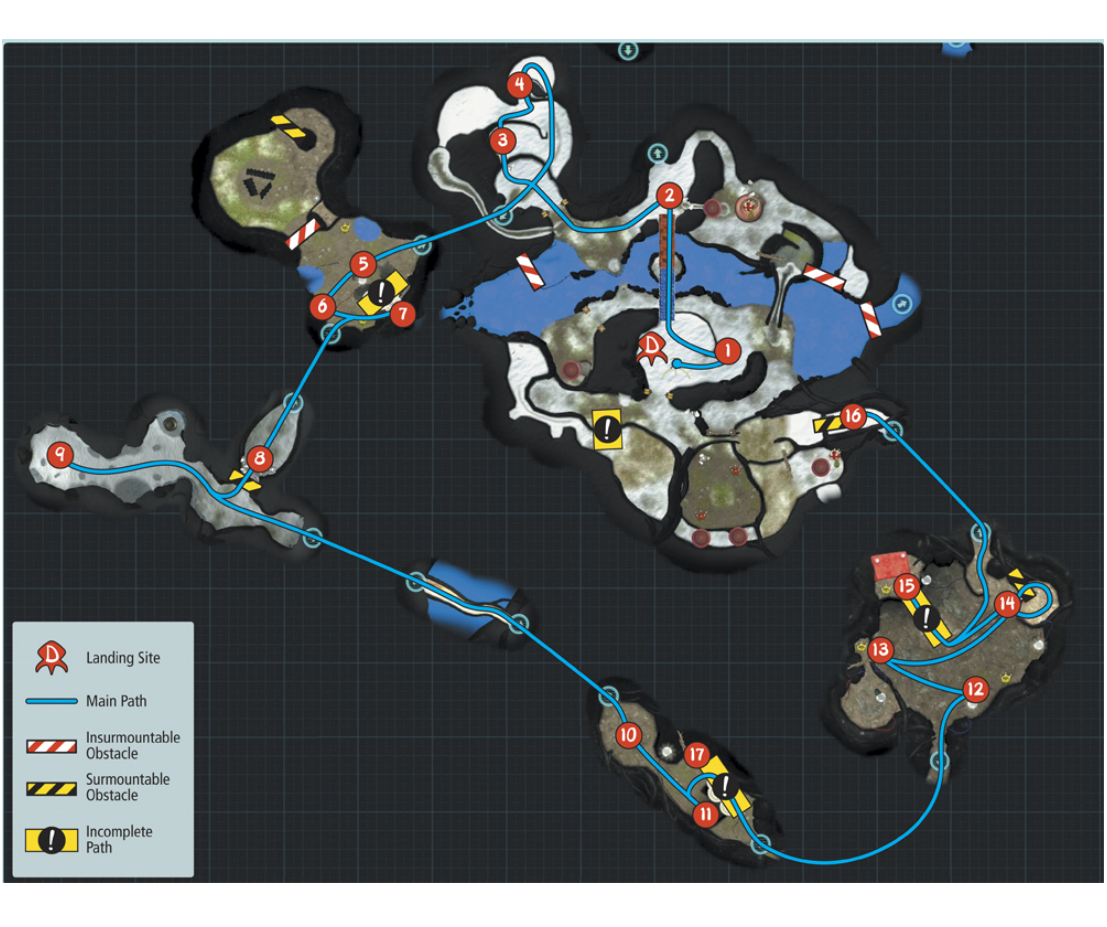
If you moved fairly quickly, you should have completed the following tasks by the end of Day 4:

- Gain the Yellow Pikmin.
- Build Alph's half of the bridge.
- Collect a Sunseed Berry.
- Collect the Dodge Whistle.
- Collect a Cupid's Grenade.
- Build Brittany's half of the bridge.
- Collect a Velvety Dreamdrop.
- Increase the number of Yellow Pikmin.

If you left any of these tasks undone, remember to complete them over the next two days.

Return to the Distant Tundra when you're ready to begin Day 5.

# Day 5 - Distant Tundra

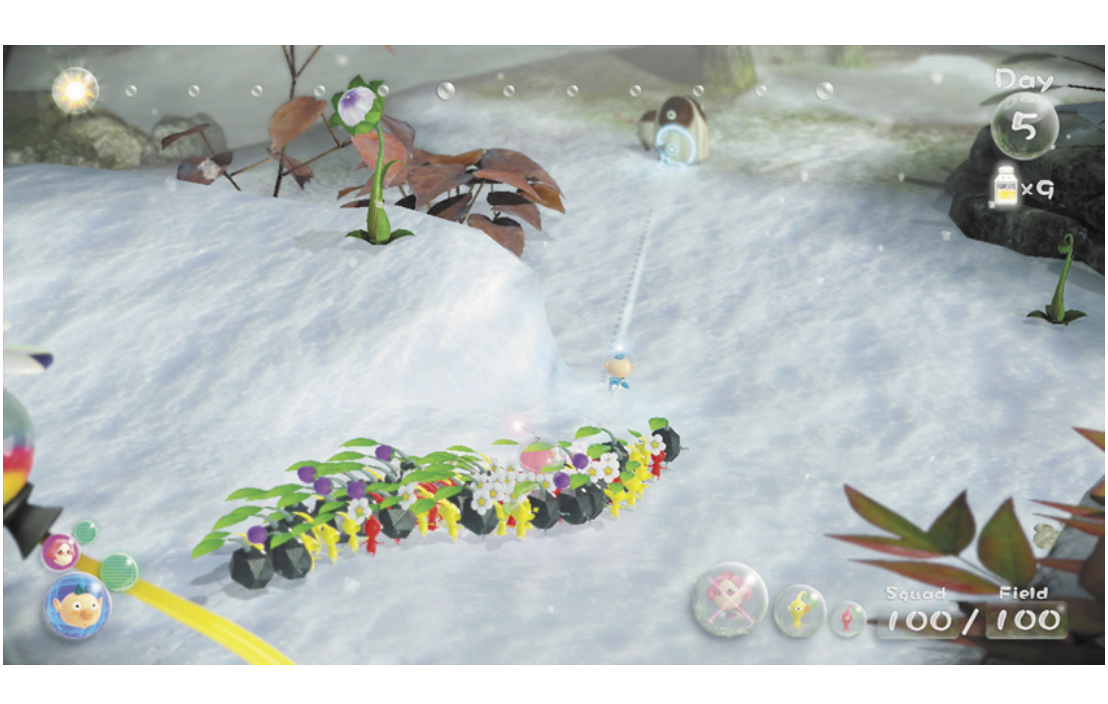


Map: Distant Tundra

Remaining Juice: 9 canisters

Objectives: Continue the search for Captain Charlie and collect any fruit and equipment you find along the way.

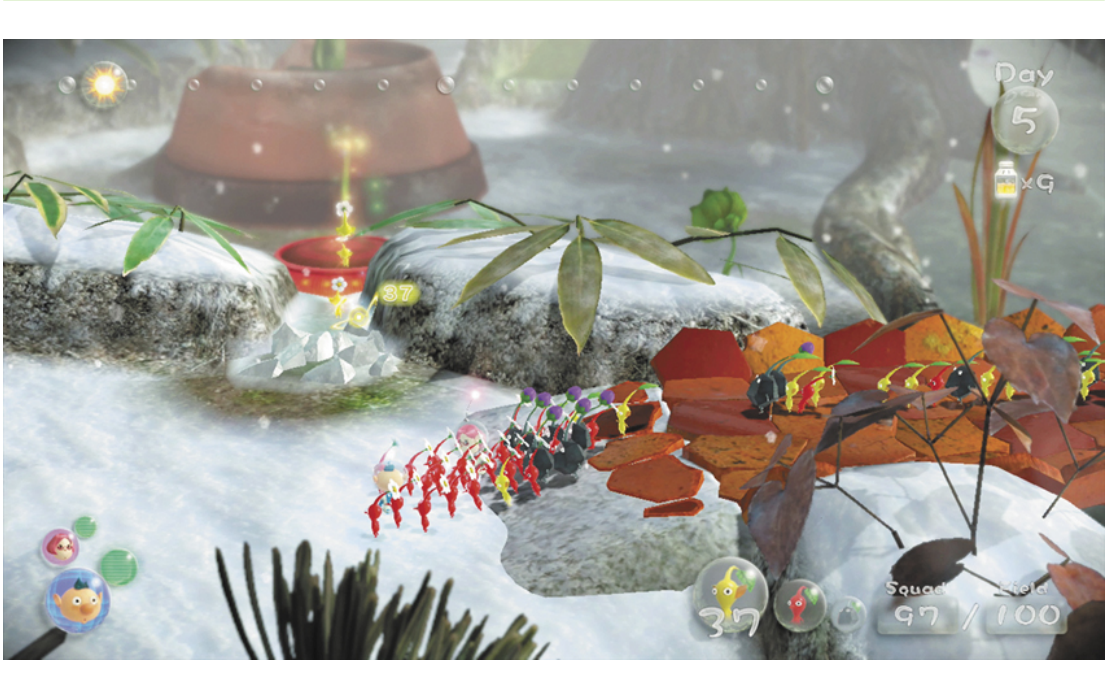
Brittany has safely returned to the S.S. Drake, but Captain Charlie is still missing. If the last unknown signal is any indication, you're sure to encounter heavy resistance during your search. Take a full complement of Pikmin to overcome any challenges you might face as you track down the latest signal.



1 When the day starts, take both crew members and retrieve a full party of Pikmin from the Onion. If you cultivated enough Yellow Pikmin on Day 4, put about 40 of them in your squad. Fill the rest of the squad with an even amount of Red Pikmin and Rock Pikmin. Head down the slope to the east and use the Yellow Pikmin to clear out the newly arrived Bearded Amprat.

**Tip**

You'll need at least 20 Pikmin to complete the upcoming boss battle, and there's always a chance you'll lose a few along the way. If you need to bolster your numbers, assign your Yellow Pikmin to carry the Bearded Amprat back to the Onion. Otherwise, leave the fallen enemy and collect it toward the end of the day.



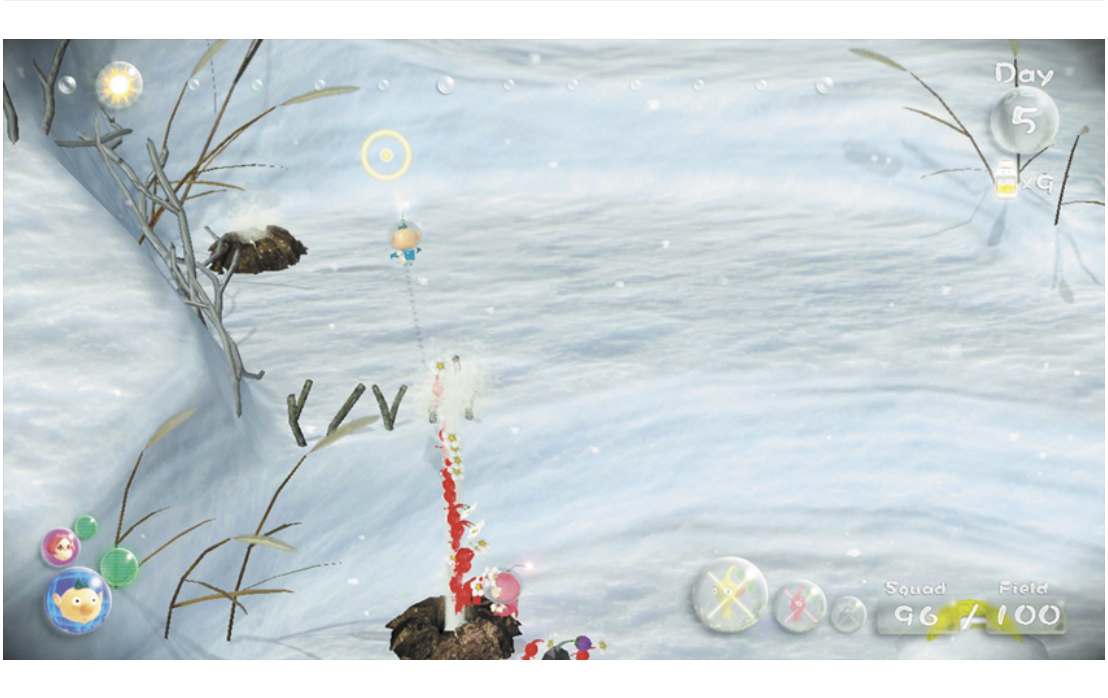
2 Cut back through the landing site and use the bridge to cross the water. When you step off the bridge, toss a few Pikmin onto the Bouncy Mushroom to the east. These Pikmin will spend the day collecting Ultra-Spicy Berries. When enough of these berries are delivered to the ship, they'll be processed into Ultra-Spicy Spray.

**Note**

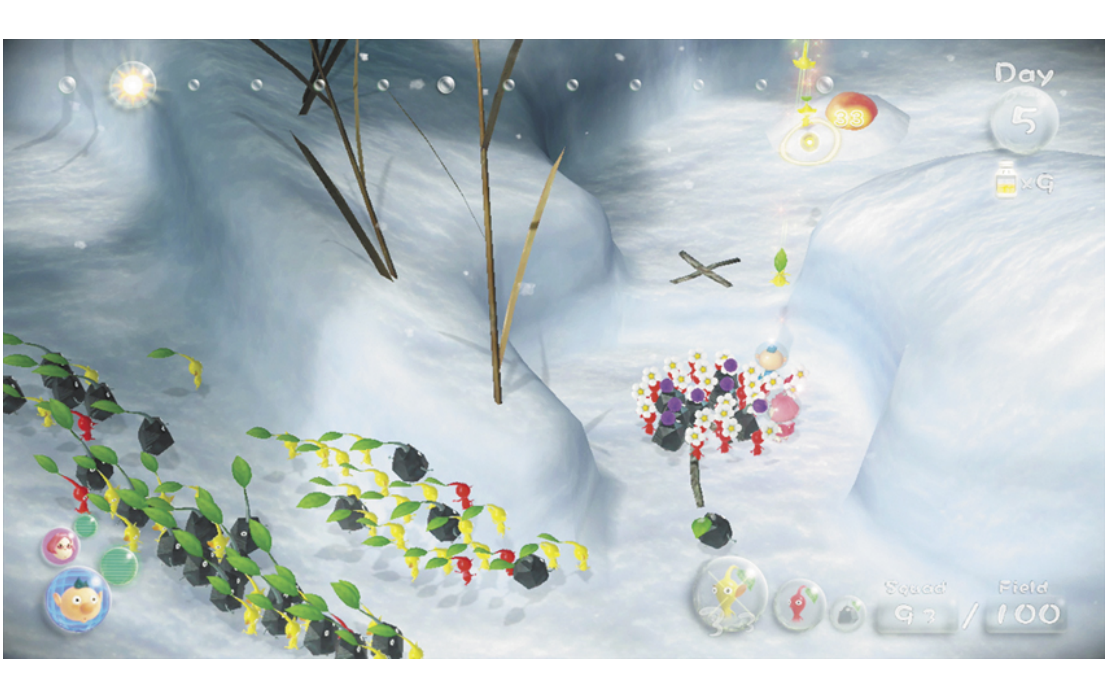
Use Ultra-Spicy Spray to give all Pikmin in your squad a temporary boost in attack power. This useful substance also causes immature Pikmin to blossom. Proper use of Ultra-Spicy Spray can save a lot of time when dealing with tougher enemies, so try to keep some on-hand at all times.

**Tip**

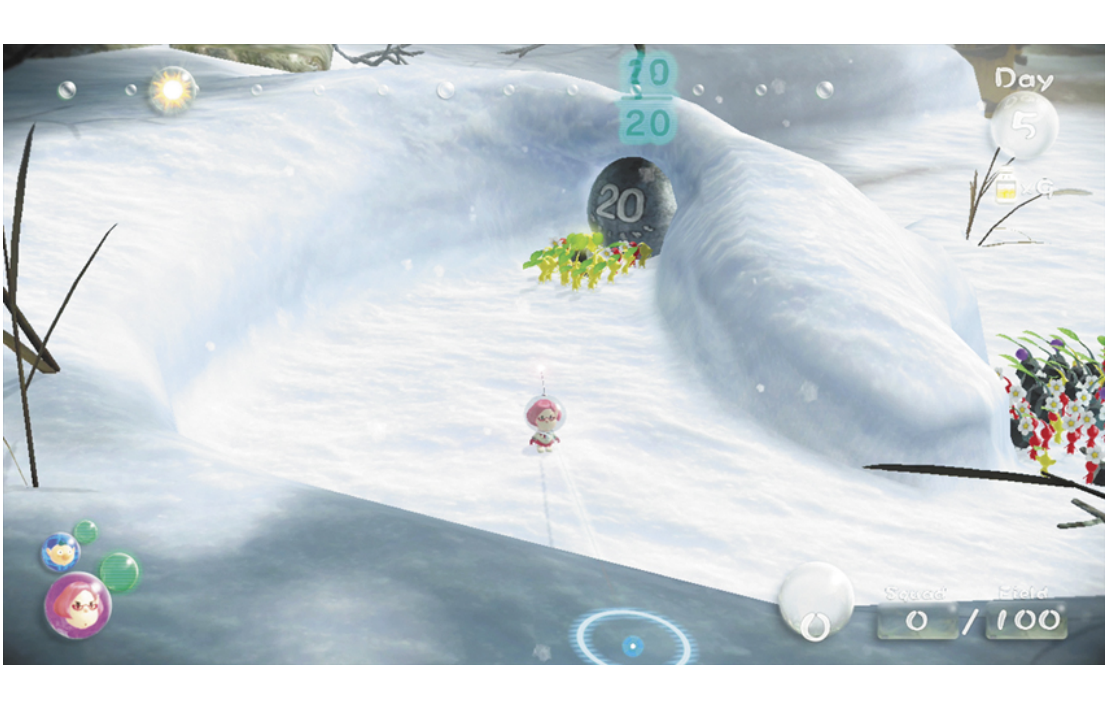
Keep your group balanced as you assign Pikmin to time-consuming tasks. Try to hang onto around 30 Yellow Pikmin, but remember that the other Pikmin types will be needed to track down the signal.



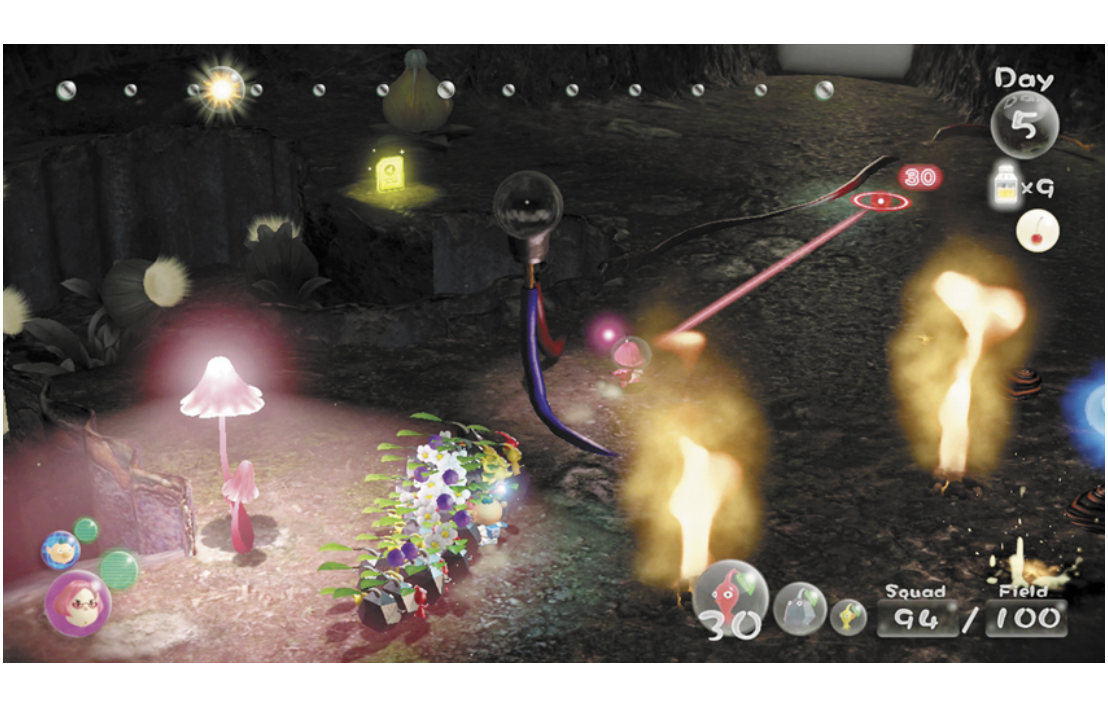
3 Lead your squad to the west and enter the enclosure. Use the geysers to quickly reach the upper ledge.



4 Move to the small nook along the east side of the enclosure to find another small ledge. Stand on the arrow and toss a large group of Yellow Pikmin up to the half-buried Cupid's Grenade (cherry). When the Cupid's Grenade is free, allow your Pikmin to carry it off of the ledge, but call them back before they move out of range.

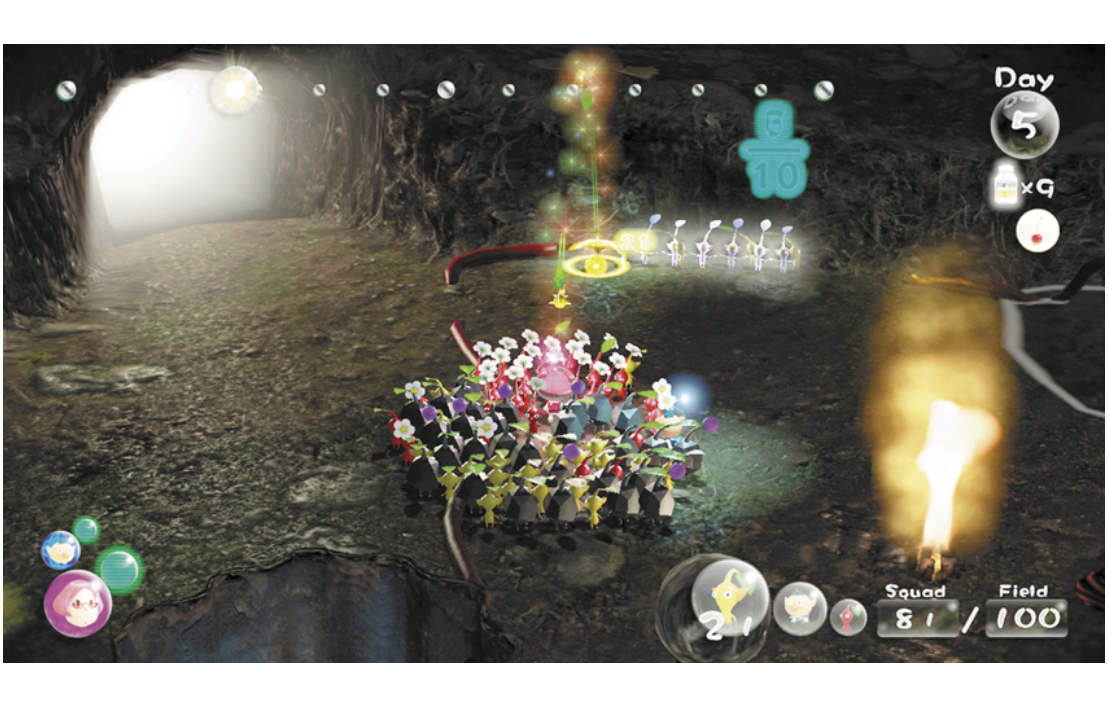


Throw a crew member and a squad of 20 Pikmin up to the small ledge. Switch crew members and use the smaller squad to free the nearby Iron Ball from the snow. The Iron Ball rolls through the enclosure and smashes through the rocks, creating an entrance to the neighboring cave. Now that there's no danger of smashing your allies, assign one Pikmin to carry the Cupid's Grenade back to the landing site.

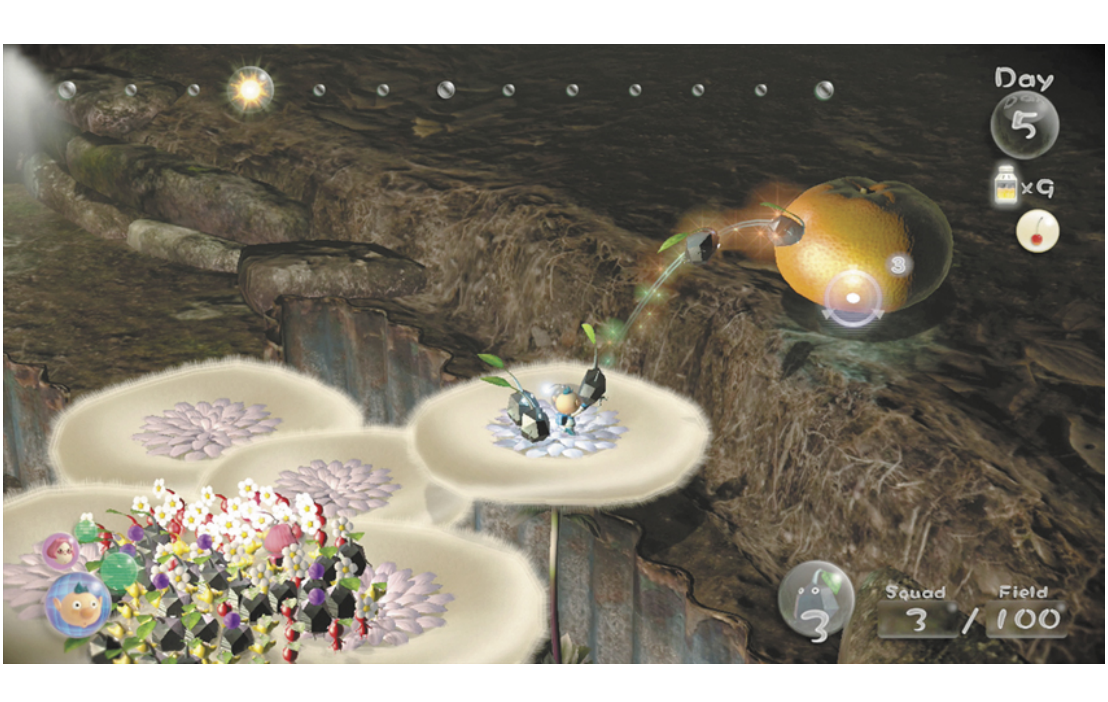


5 Regroup into a single squad and head through the opening created by the Iron Ball. Use your Red Pikmin to clear out the Pyroclasmic Slooches, and make sure you keep your other Pikmin away from the flaming geysers on the cave floor. Carefully lead your squad around the hazards to find the Electrode on the south wall.

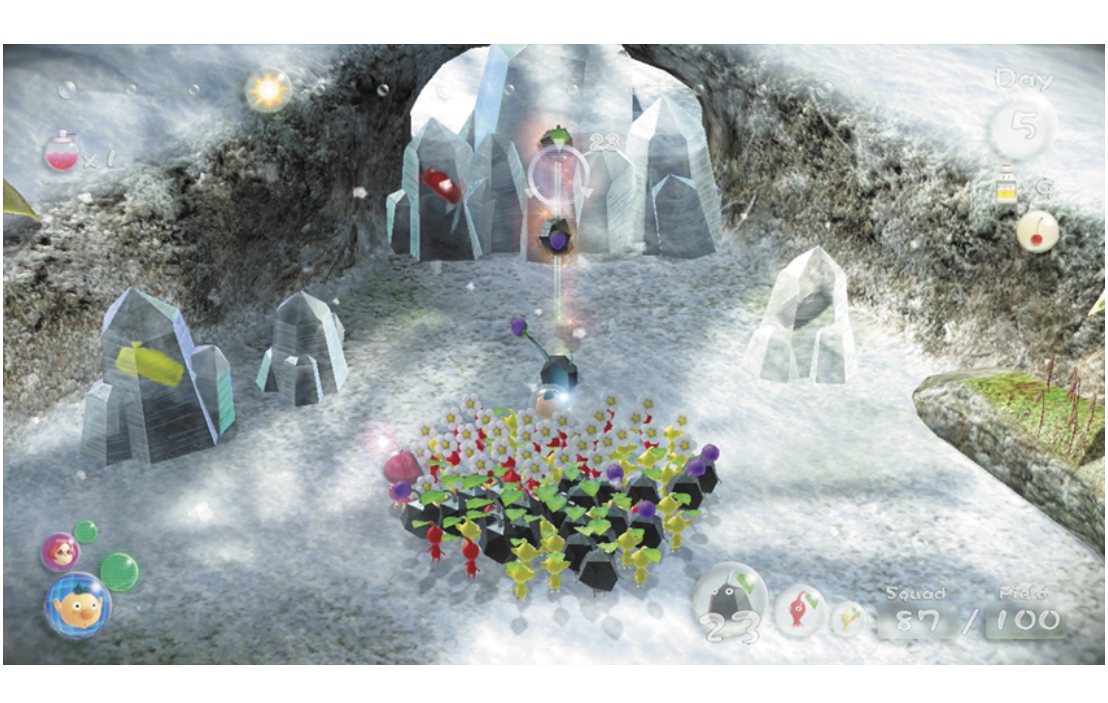
If needed, use the yellow Candypop Buds to convert some of your Red Pikmin or Rock Pikmin into Yellow Pikmin.



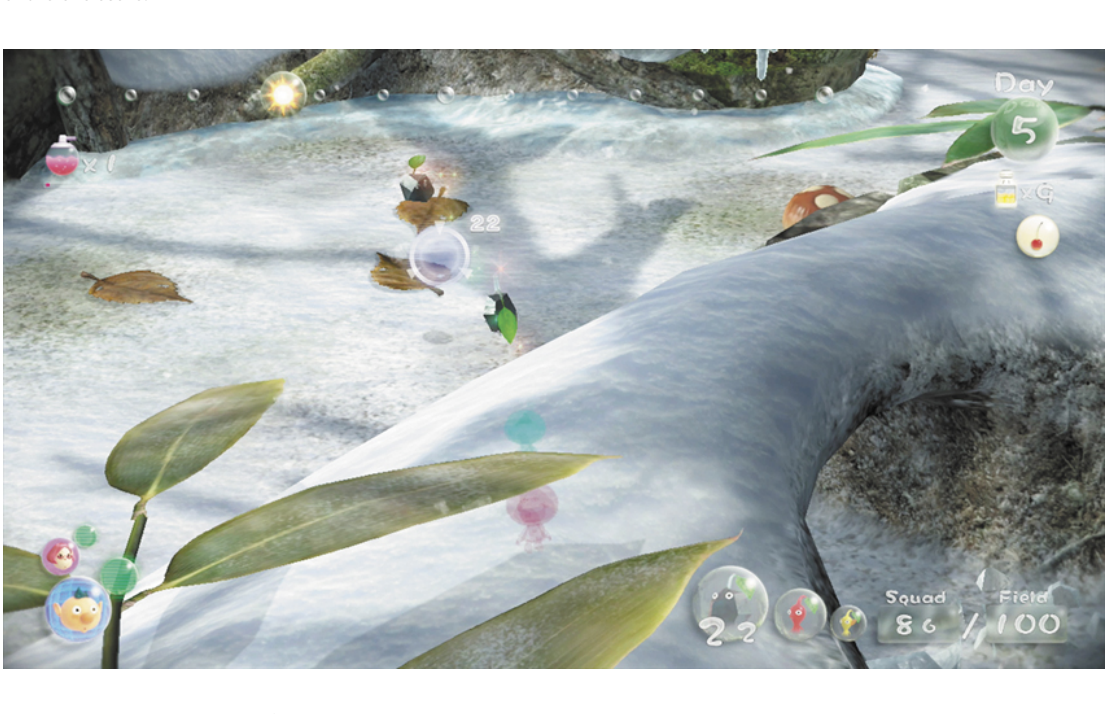
6 Toss 10 Yellow Pikmin onto the Electrode to power the nearby bulb. The resulting light causes a row of Bloominous Stemples to create a safe path through the cave.



7 Move onto the Bloominous Stemples and toss a crew member and five Pikmin onto the highest flower. Switch crew members, then toss the small squad of Pikmin up to the Citrus Lump (mikan) on the ledge to the east. Once the Citrus Lump is en route, rejoin the main squad and leave through the opening in the cave's south wall.



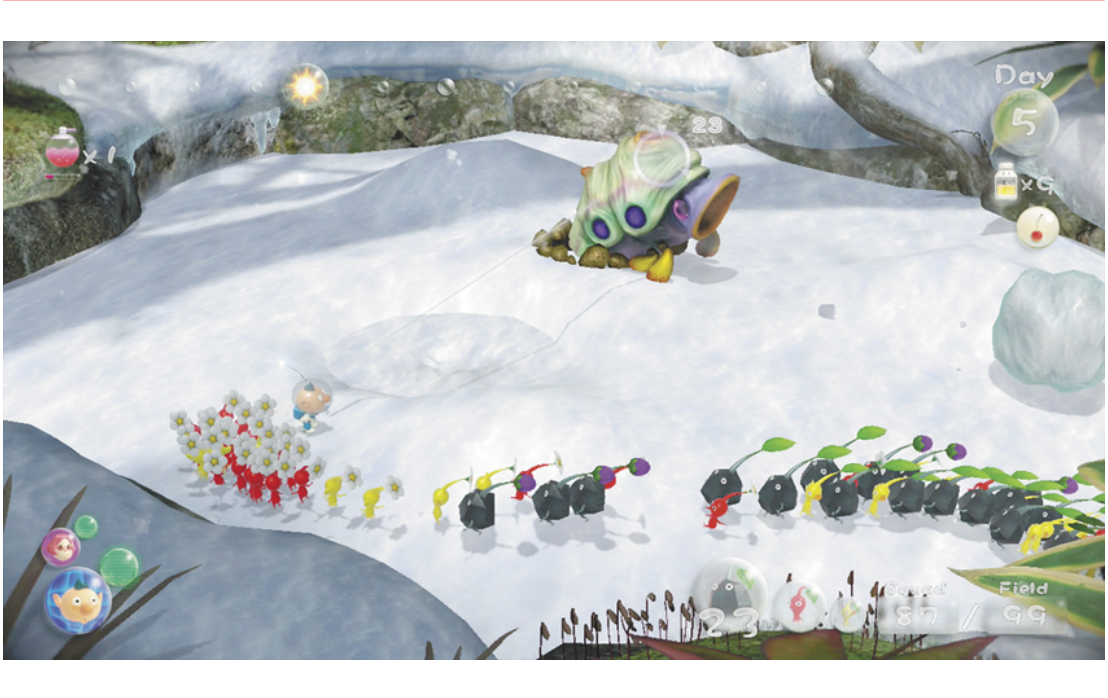
8 After you exit the cave, use your Rock Pikmin to destroy the Large Crystal blocking your path. You need to conserve your remaining Pikmin, so it's best to leave the pellets encased in the Small Crystals. When the path is clear, cautiously step out of the enclosure.



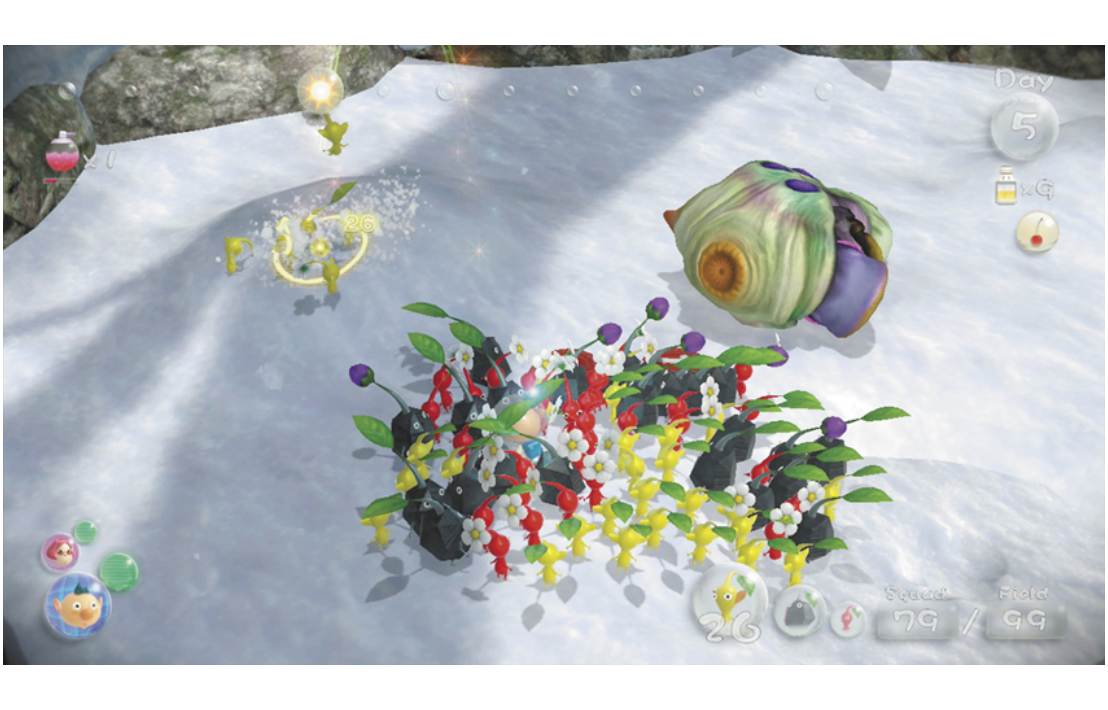
Just outside the enclosure, you'll find what appear to be three dried leaves. Each leaf is actually a Desiccated Skitter Leaf. Throw one Pikmin on each of these enemies to clear them out before they spot you. Leave the defeated enemies where they fall and follow the path to the northwest.

**Caution**

Desiccated Skitter Leaves aren't usually so easy to spot. Whenever you find a patch of brown leaves, check the area for hidden enemies.



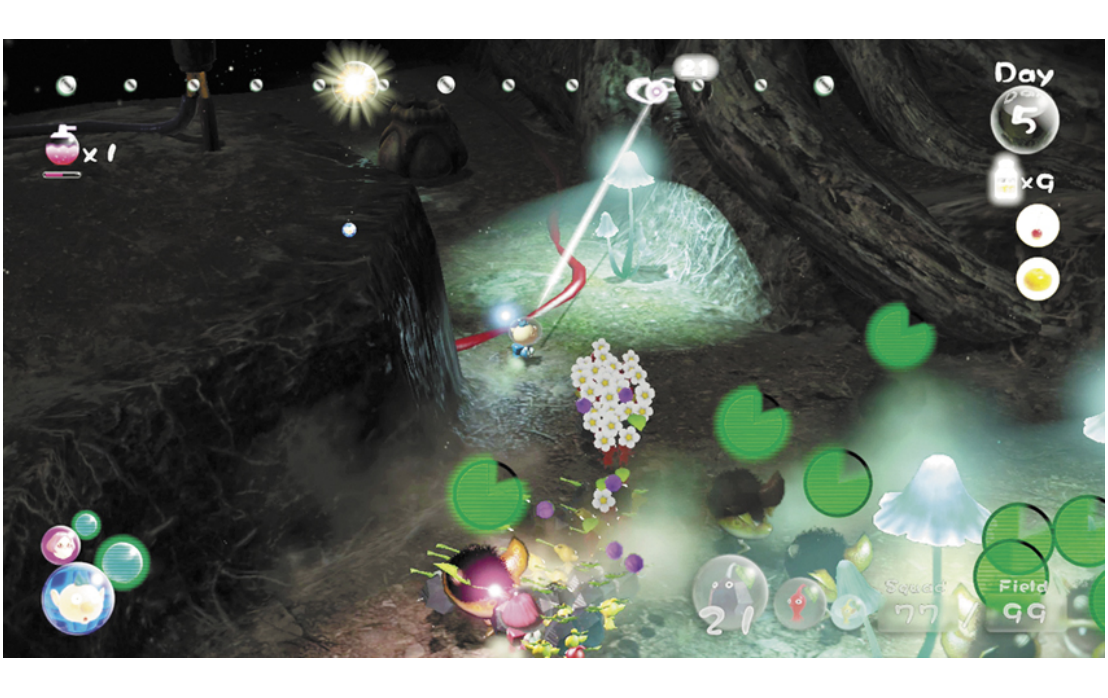
9 Keep moving until you find the Arctic Cannon Larva hiding at the end of the path. Flank the enemy to avoid its attacks and send all of your Pikmin in for a charge attack.



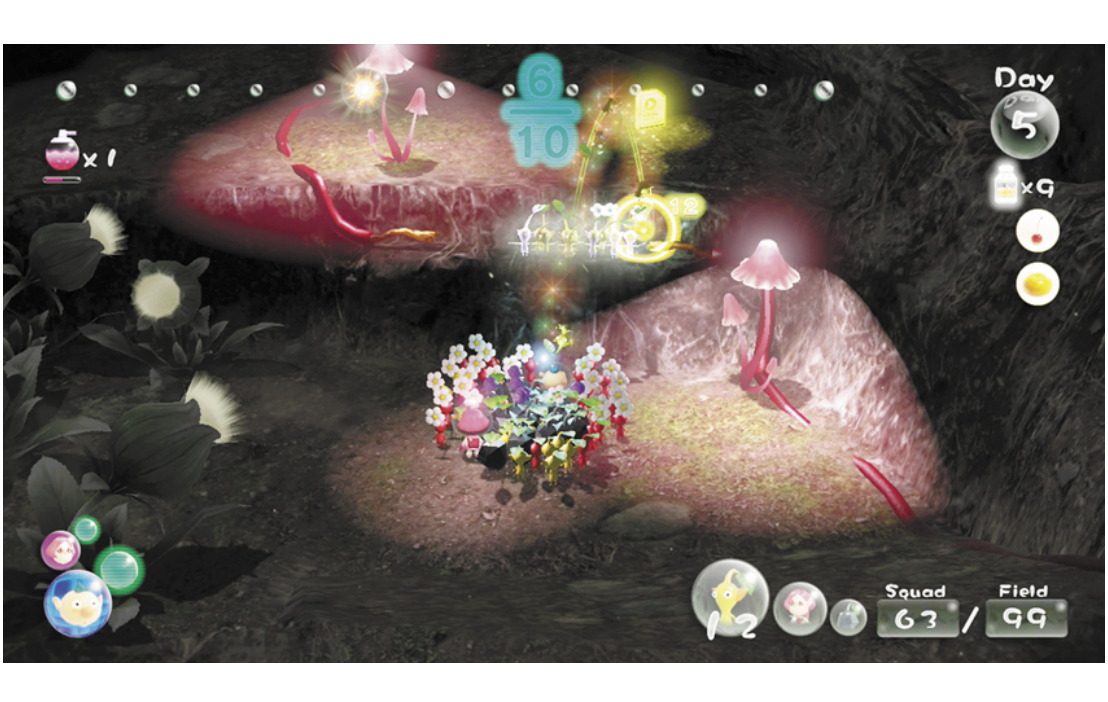
After you defeat the Arctic Cannon Larva, move to the snow mound just behind the creature. The Anti-Electrifier suit upgrade is buried in this spot. Yellow Pikmin can dig very quickly, so if you have at least 30 of them in your squad, assign 10 Yellow Pikmin to recover the Anti-Electrifier. Otherwise, assign as many Yellow Pikmin as you can spare, then fill out the group with any other Pikmin in your squad.

**Caution**

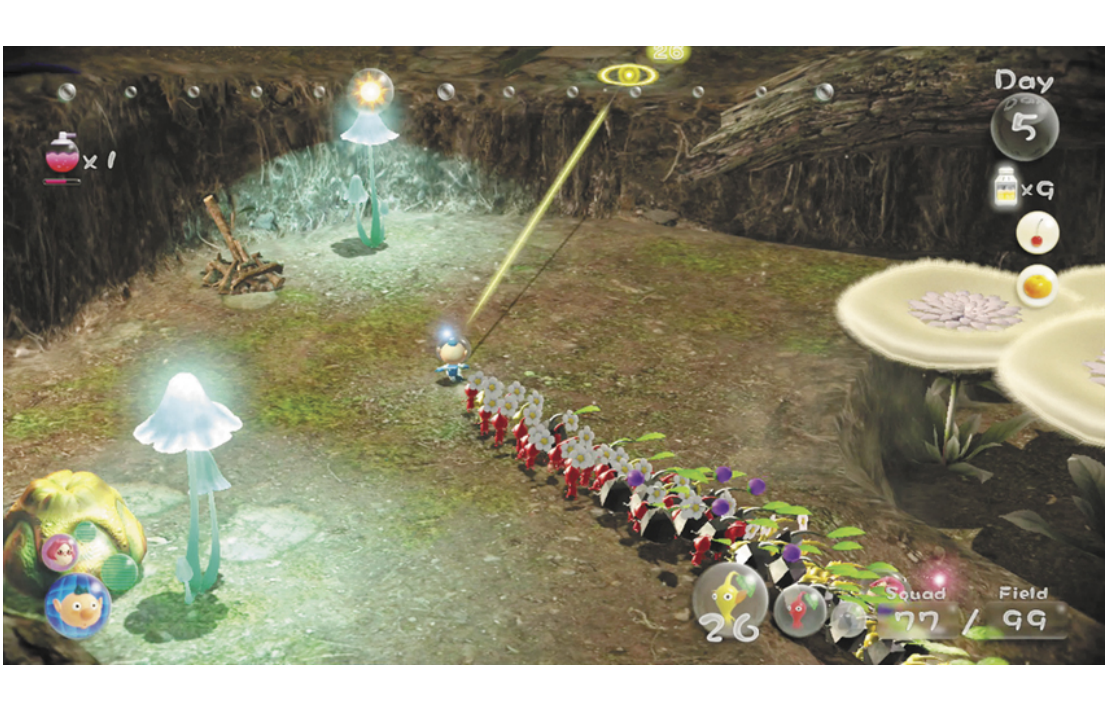
It takes a minimum of 10 Pikmin to carry the Anti-Electrifier back to the ship. Make sure you assign enough Pikmin to the task before you move on.



10 Turn back and follow the path until you reach the Phosbat cave Captain Charlie discovered at the beginning of the game. Don't waste time dealing with the Phosbats, just run over the Glowcap Mushrooms to scatter the pests.



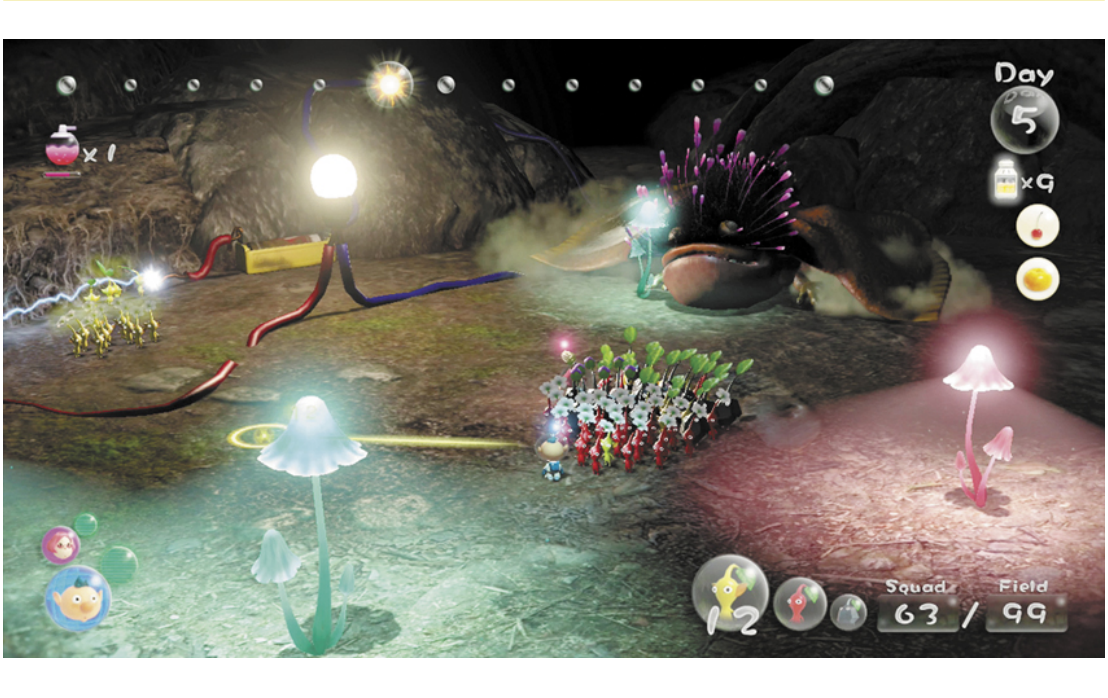
11 Head down the slope to find a ledge blocking your path. Toss 10 Yellow Pikmin up to the Electrode to trigger a cinematic. When the nearby bulb lights up, the Vehemoth Phosbat flees the area.



The light also destroys all of the Phosbats and activates the nearby Bloominous Stemples. Head back up the slope and approach the newly opened flowers. As you do, look for the Climbing Stick along the north wall. After you deal with the Vehemoth Phosbat, you'll want to use this object to reach some nearby fruit. For now, cross the Bloominous Stemples, collect the Data File from the ledge, and follow the Vehemoth Phosbat into the next cave.

**Note**

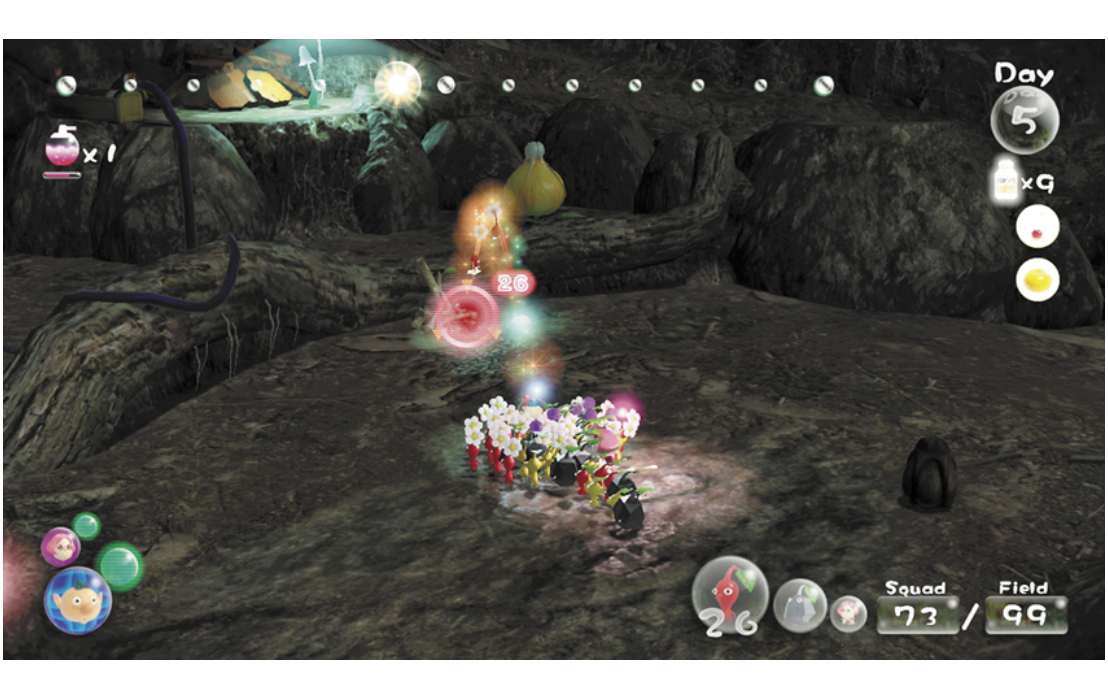
There are a few different ways to approach the upcoming encounter. Alternate methods are detailed after the initial description.



12 The Vehemoth Phosbat is most likely waiting just inside the next cave, so it's important to move quickly. As you step into the area, find the Electrode to the east and use 10 Yellow Pikmin to complete the circuit. When the small bulb lights up, it temporarily incapacitates the Vehemoth Phosbat. You can attack the creature now, but consider using the time to make some important preparations.

**Tip**

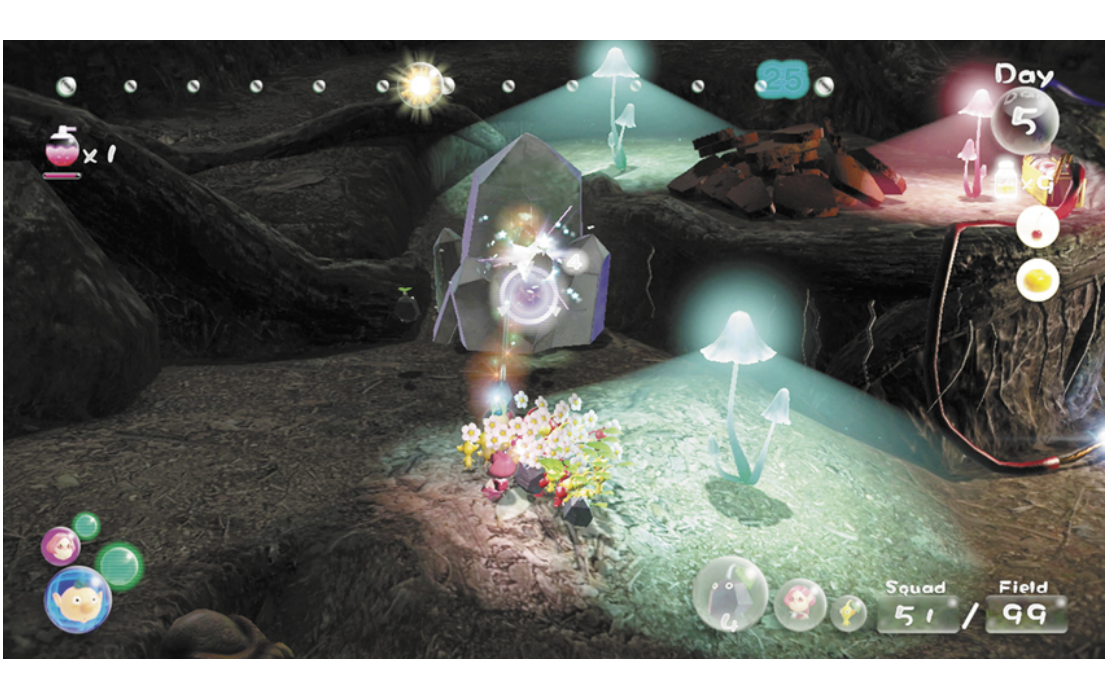
The Vehemoth Phosbat can turn virtually invisible, and it's able to inhale any Pikmin in range of its attacks. When the creature recovers, use the KopPad Map to track the Vehemoth Phosbat and keep your Pikmin out of danger.



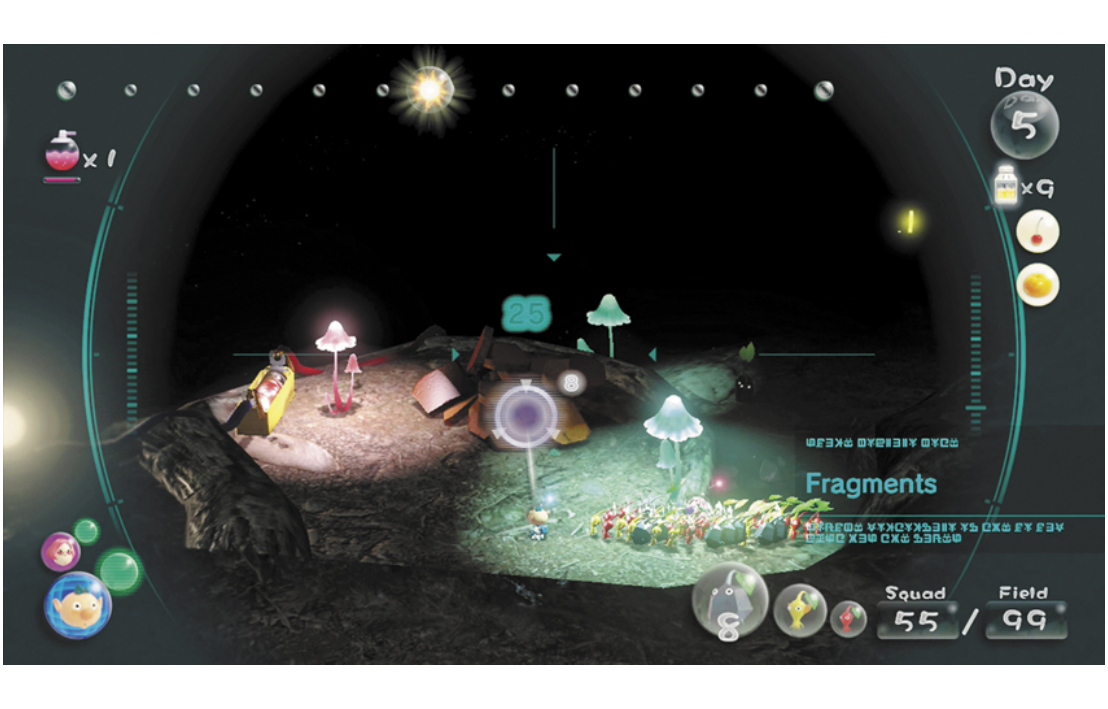
13 There are several small bulbs scattered around the area, but the large bulb hanging from the ceiling is a much more effective tool. Before you can light the bulb, you must build a bridge to the corresponding Electrode. Assign all of your Pikmin to the Climbing Stick along the cave's west wall, then stand guard as they make their way up to the ledge and transport the nearby Fragments.

**Caution**

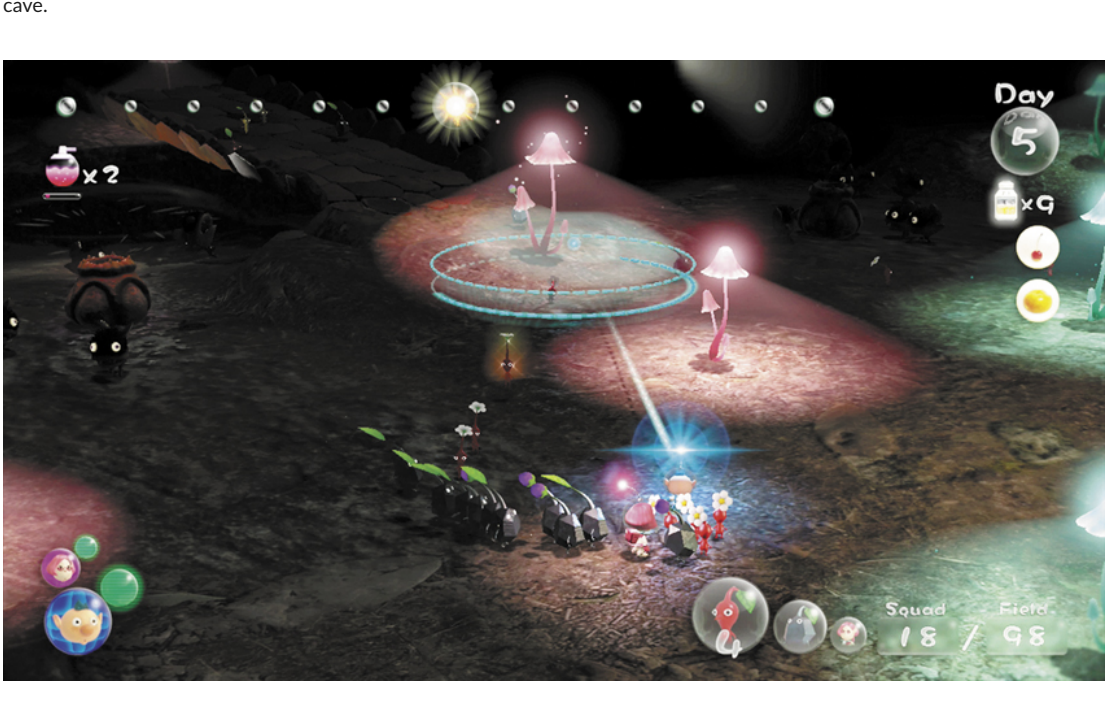
There's a good chance that some of your Pikmin will come under attack as they transport the Fragments. If this happens, use your whistle to recall any vulnerable Pikmin.



14 When all of the Fragments are in place, gather your squad and head over to the Fragments on the east side of the cave. As you move, run over any dormant Glowcaps you encounter. Smash the Large Crystal blocking the path up to the ledge, then climb up to the second Fragment pile.



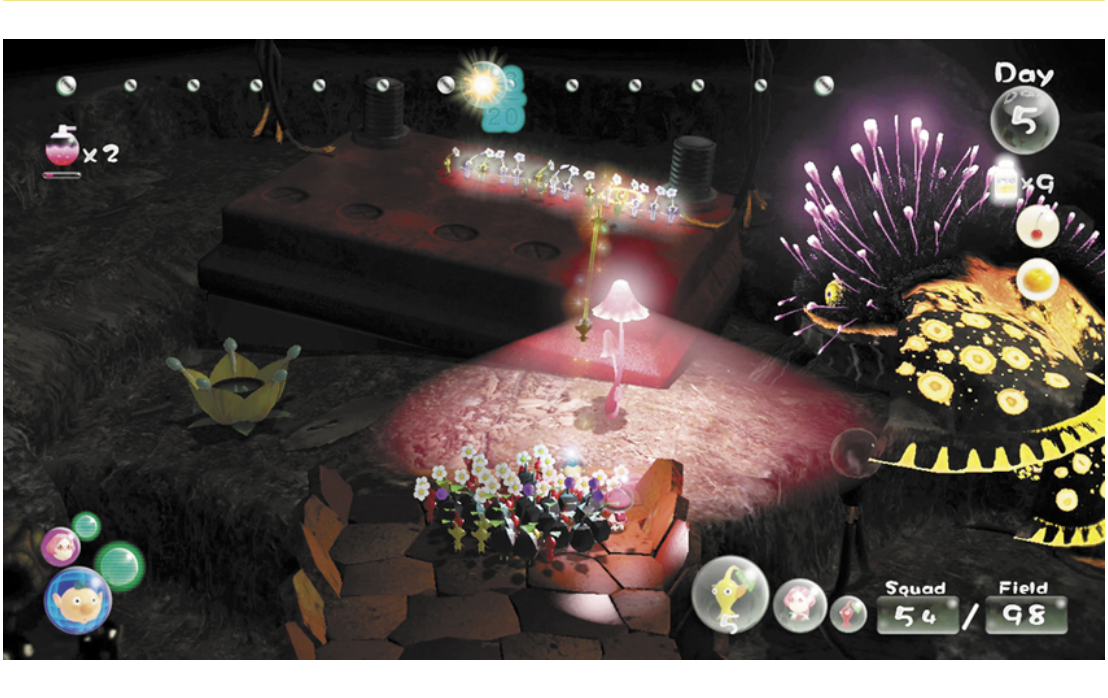
Send the squad charging into the second Fragment pile, call the extra Pikmin back to your side, then protect the workers as they transport the Fragments. By now, the Vehemoth Phosbat should have activated the Phosbat Pods scattered around the cave.



Ignore the smaller enemies and use your whistle to rescue any working Pikmin the Vehemoth Phosbat might attack. Try to catch the bulk of your Pikmin as they return from placing their Fragments, but take care not to disturb Pikmin that are still working.

**Note**

Your next task requires 20 Yellow Pikmin. If needed, use the cave's yellow Candypop Buds to bolster their numbers.

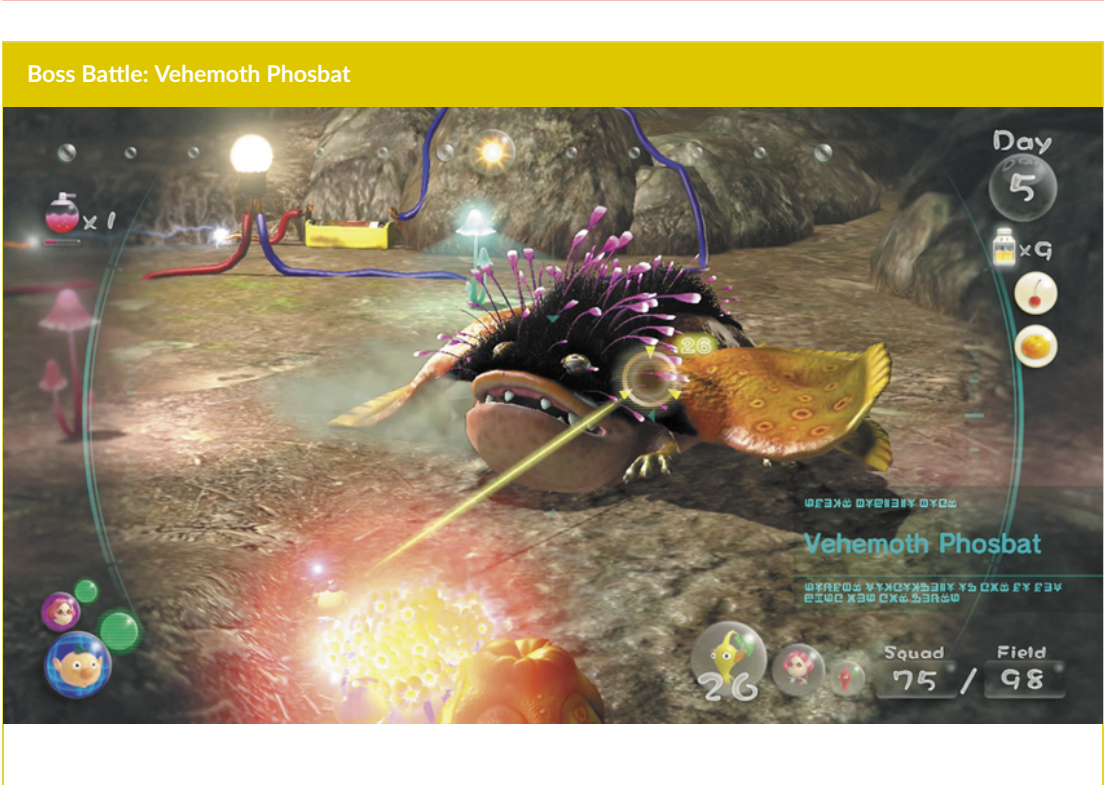


15 After you gather your squad, head across the completed bridge to find a half-buried car battery. Toss 20 Yellow Pikmin up to the Electrode to complete the circuit and activate the Light Bulb hanging from the cave's ceiling. The light stuns the Vehemoth Phosbat and instantly eliminates the smaller enemies. You're now ready to attack the beast head-on.

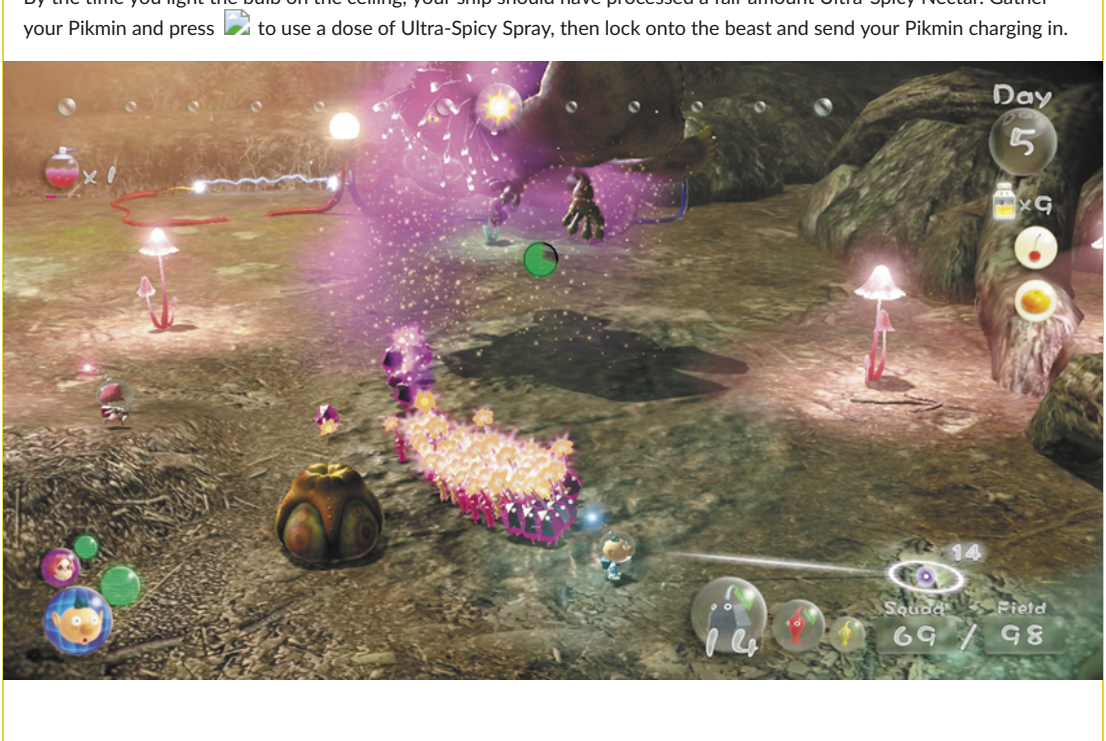
**Caution**

As you throw the Yellow Pikmin into place, keep an eye out for the Vehemoth Phosbat. You might need to adjust your position to dodge its attacks.

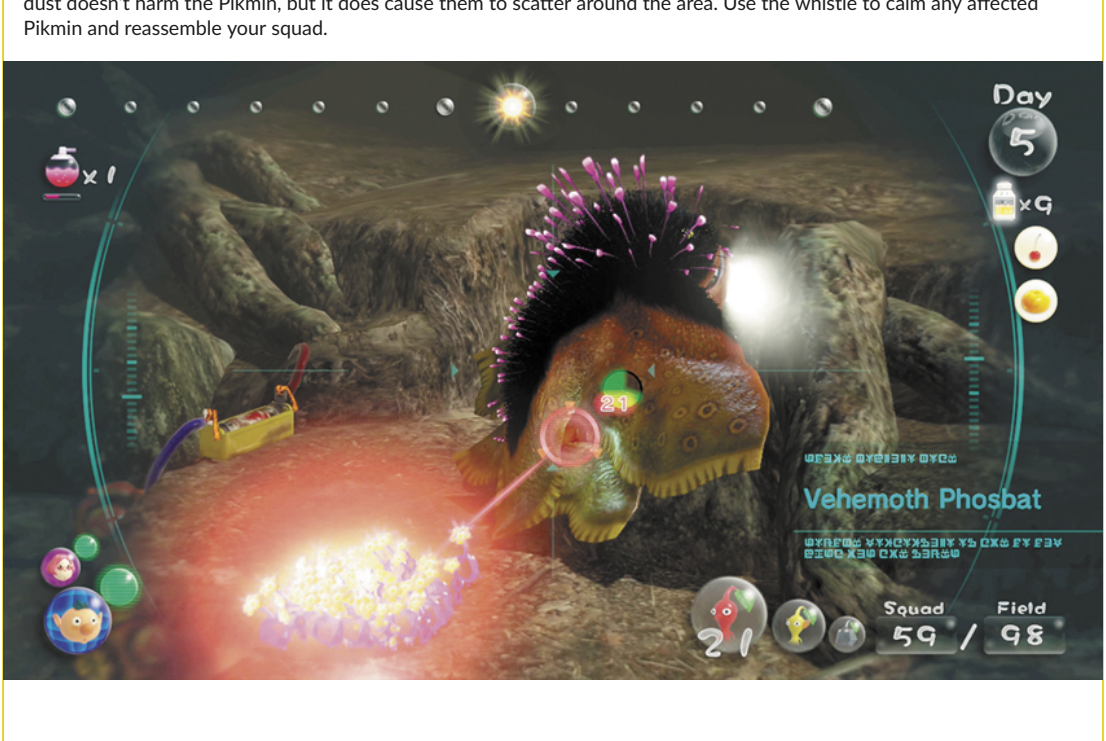
**Boss Battle: Vehemoth Phosbat**



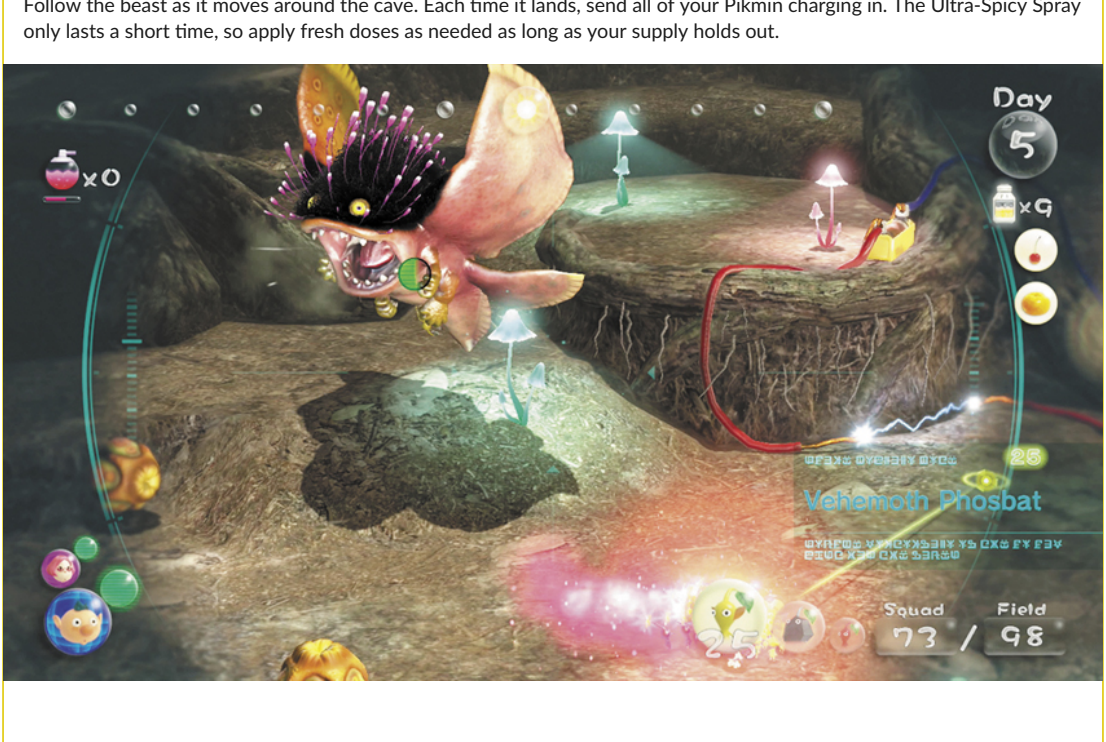
By the time you light the bulb on the ceiling, your ship should have processed a fair amount Ultra-Spicy Nectar. Gather your Pikmin and press to use a dose of Ultra-Spicy Spray, then lock onto the beast and send your Pikmin charging in.



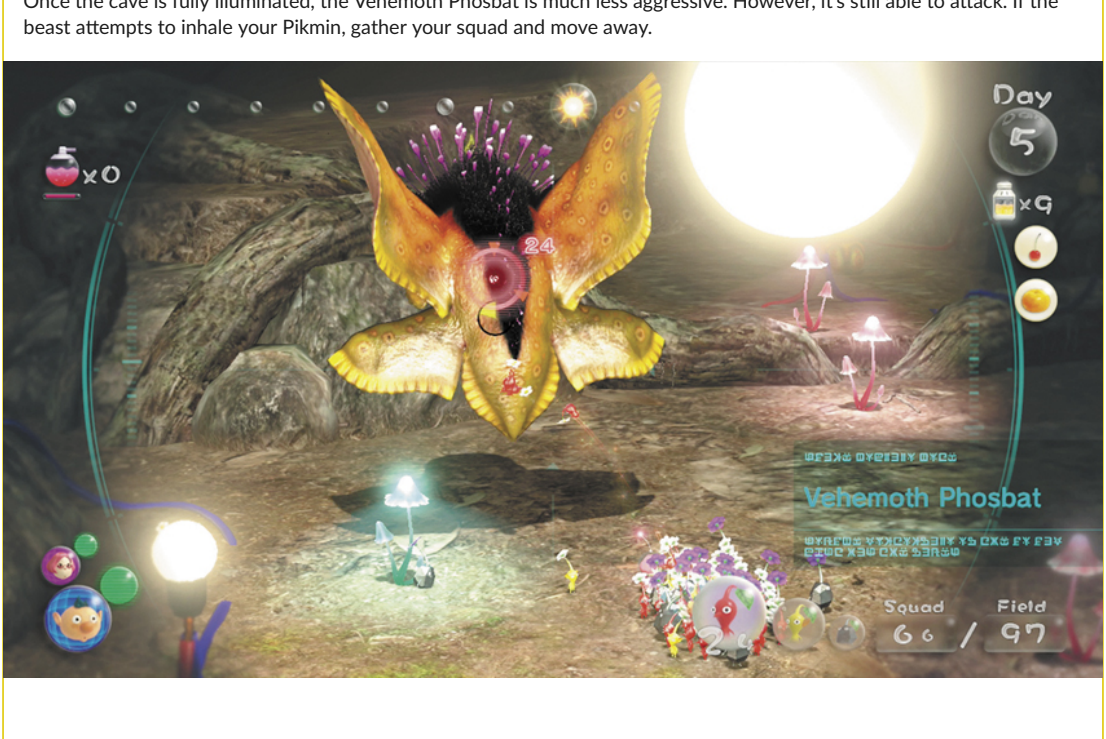
When the Vehemoth Phosbat recovers, it usually releases a venomous dust that confuses and panics your Pikmin. The dust doesn't harm the Pikmin, but it does cause them to scatter around the area. Use the whistle to calm any affected Pikmin and reassemble your squad.



Follow the beast as it moves around the cave. Each time it lands, send all of your Pikmin charging in. The Ultra-Spicy Spray only lasts a short time, so apply fresh doses as needed as long as your supply holds out.



Once the cave is fully illuminated, the Vehemoth Phosbat is much less aggressive. However, it's still able to attack. If the beast attempts to inhale your Pikmin, gather your squad and move away.

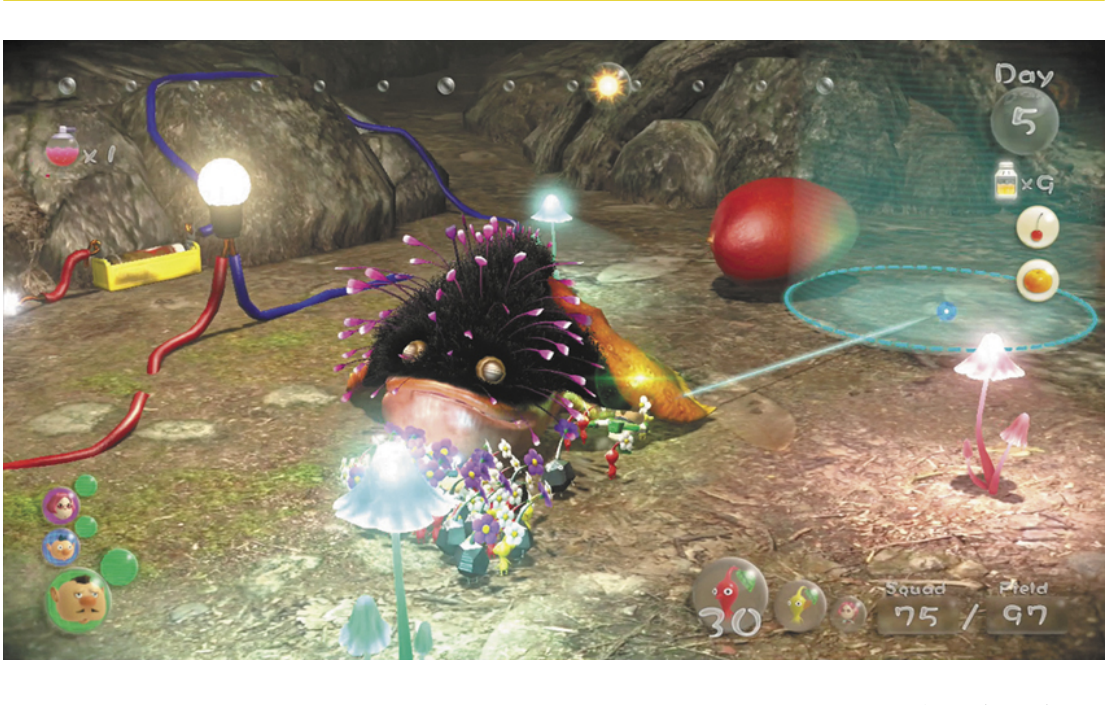


If the Vehemoth Phosbat refuses to land, go ahead and attack it in the air. Toss a steady stream of Pikmin onto the creature whenever you're in range. Keep chipping away at the beast's health. Gather your Pikmin as they're knocked to the ground or coated in dust, and continue attacking until you defeat the Vehemoth Phosbat.

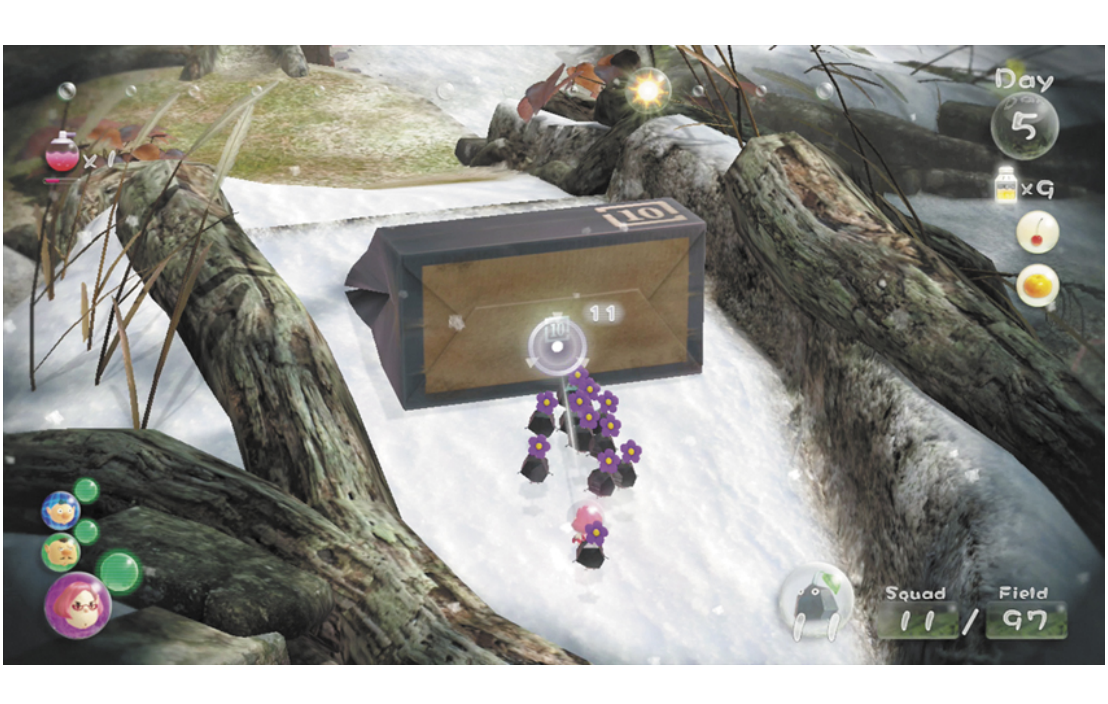
**Alternate Methods**

If speed is your priority, don't bother lighting any of the smaller bulbs. Head straight for the Climbing Stick and move the first pile of Fragments as quickly as possible. Move your entire squad to the end of the half-completed bridge, then toss a crew member and 20 Yellow Pikmin over to the battery. From there, complete the encounter as described. This method is a bit faster, but it's also a bit more dangerous—leaving the main squad idle makes it a convenient target for the Vehemoth Phosbat.

If speed is of no concern, you can draw the Vehemoth Phosbat to each of the smaller bulbs scattered around the cave. When the creature is in range, light the bulb and attack. When the Phosbat Pods are activated, use the small bulbs to clear out the smaller enemies. When all of the small bulbs are lit, set about building the bridge and complete the encounter as described. This method makes it safer to move around the area, but the extra time it requires makes it unlikely you'll finish the battle before the day ends.



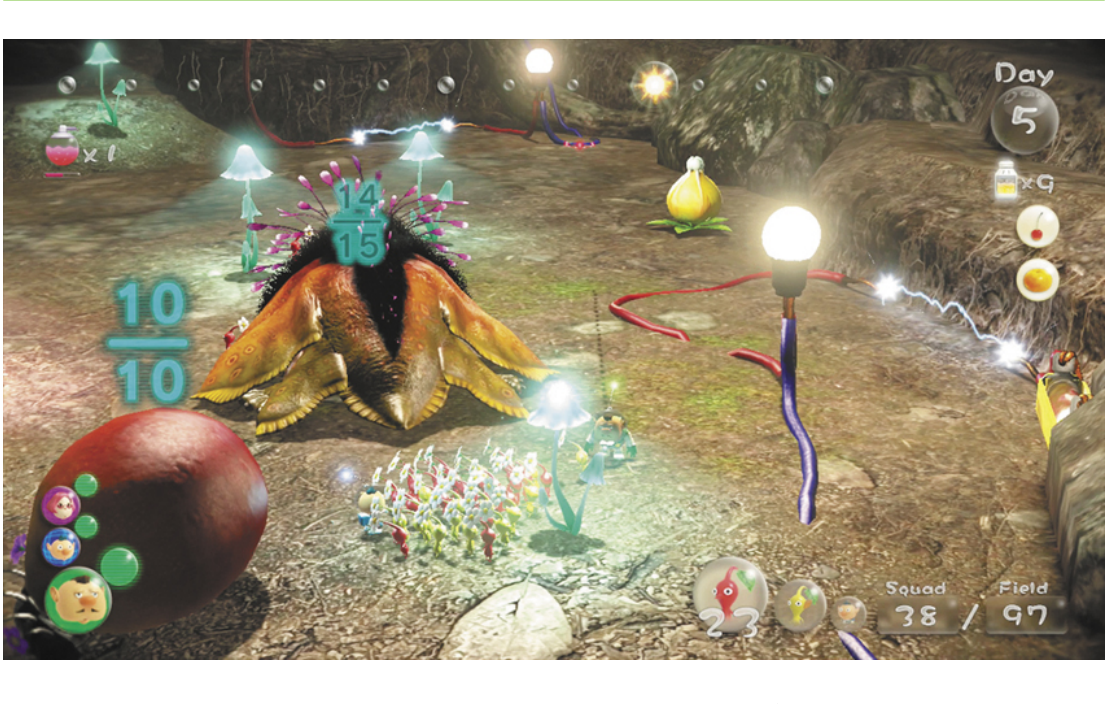
When its health is depleted, the Vehemoth Phosbat crashes into the hanging Light Bulb, causing a Heroine's Tear (mango) to fall from the ceiling. The beast collapses, and Captain Charlie emerges from its jaws. Before you attempt to collect the fruit or the defeated enemy, throw one crew member and at least 10 Pikmin away from the group to form a second squad.



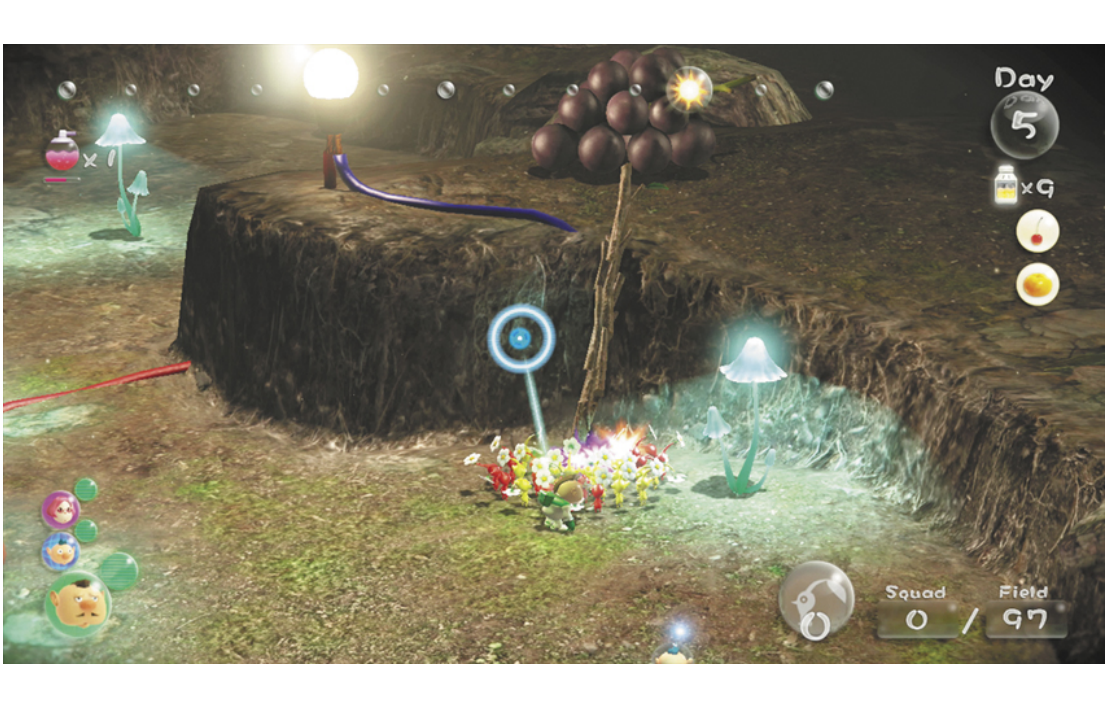
16 Switch crew members and lead the smaller squad through the opening in the cave's north wall. When you reach the Paper Bag, use your Pikmin to push it off the ledge. This creates a shortcut back to the landing site.

**Tip**

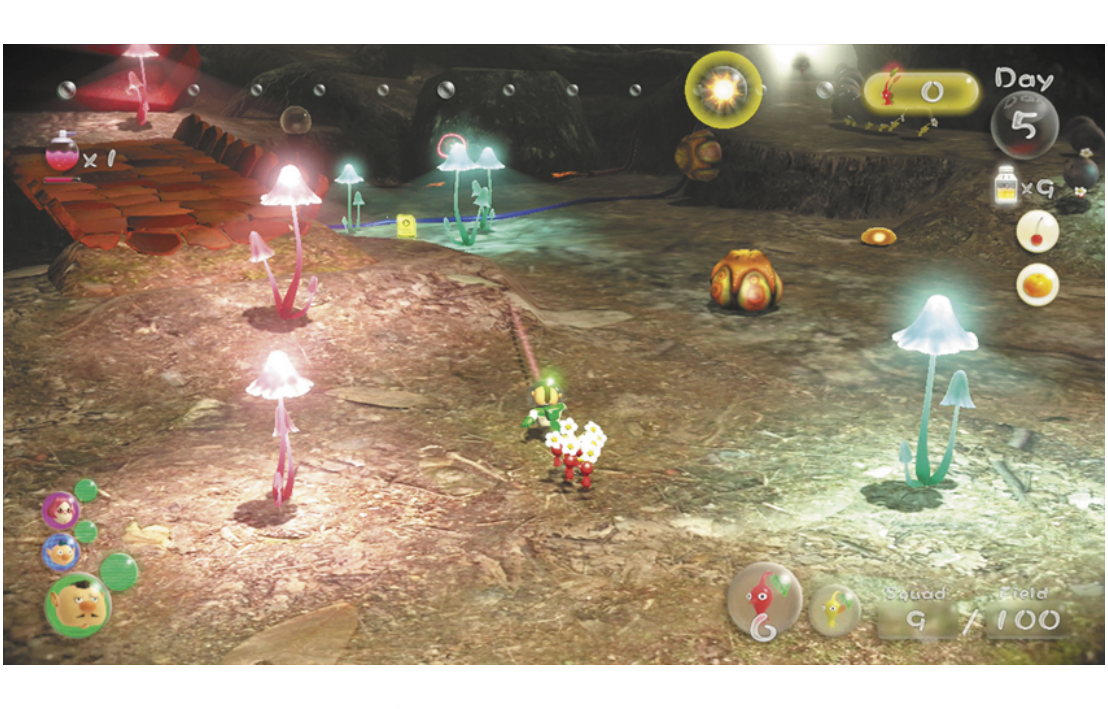
The Joustmites you dealt with during the previous day shouldn't have returned yet, but it's best to check the area for enemies. Use the Wii U GamePad to drag the in-game map as you watch the main display. If the path is clear of enemies, you're ready to continue.



Switch crew members and assign Pikmin to carry the Vehemoth Phosbat and the Heroine's Tear back to the landing site. The main squad should now consist of two crew members and a decent amount of Pikmin. As the objects are carried back to the landing site, lead the main squad through the passage to the south.



17 Cross the Bloominous Stemples and send all of your Pikmin charging into the Climbing Stick. When the stick is fully extended, the Pikmin will harvest the Dusk Pustules (purple grapes) on the ledge. Leave one crew member here to gather the Pikmin when they return, then look for any tasks you can complete before the day ends.



Make a final sweep of the Vehemoth Phosbat's cave to collect Data Files or smash Phosbat Pods for Nectar. Switch crew members and use the remaining time to collect defeated enemies or reveal unexplored sections of the map. Whatever you choose to do, remember to gather the Pikmin assigned to collect grapes and Ultra-Spicy Berries before the day ends.

**Progress Report: Day 5**

You should have completed the following tasks by the end of Day 5:

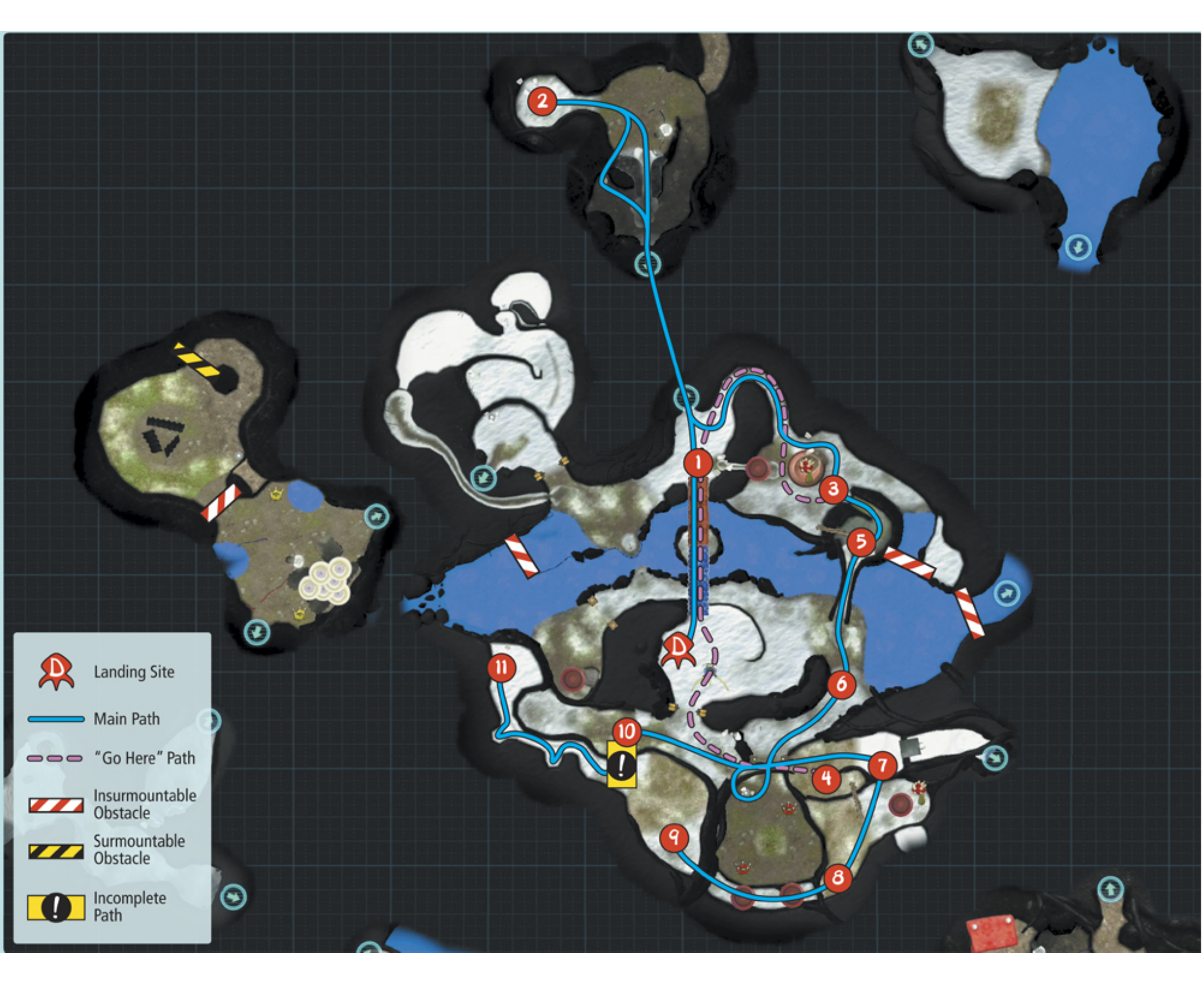
- Collect a Cupid's Grenade.
- Collect a Citrus Lump.
- Collect the Anti-Electrifier.
- Defeat the Vehemoth Phosbat.
- Rescue Captain Charlie.
- Collect a Heroine's Tear.
- Collect a full bunch of Dusk Pustules.

If you left any of these tasks unfinished, make them your priority on the following day.

Return to the Distant Tundra when you're ready to begin Day 6.

Day 6 - Distant Tundra

# Day 6 - Distant Tundra

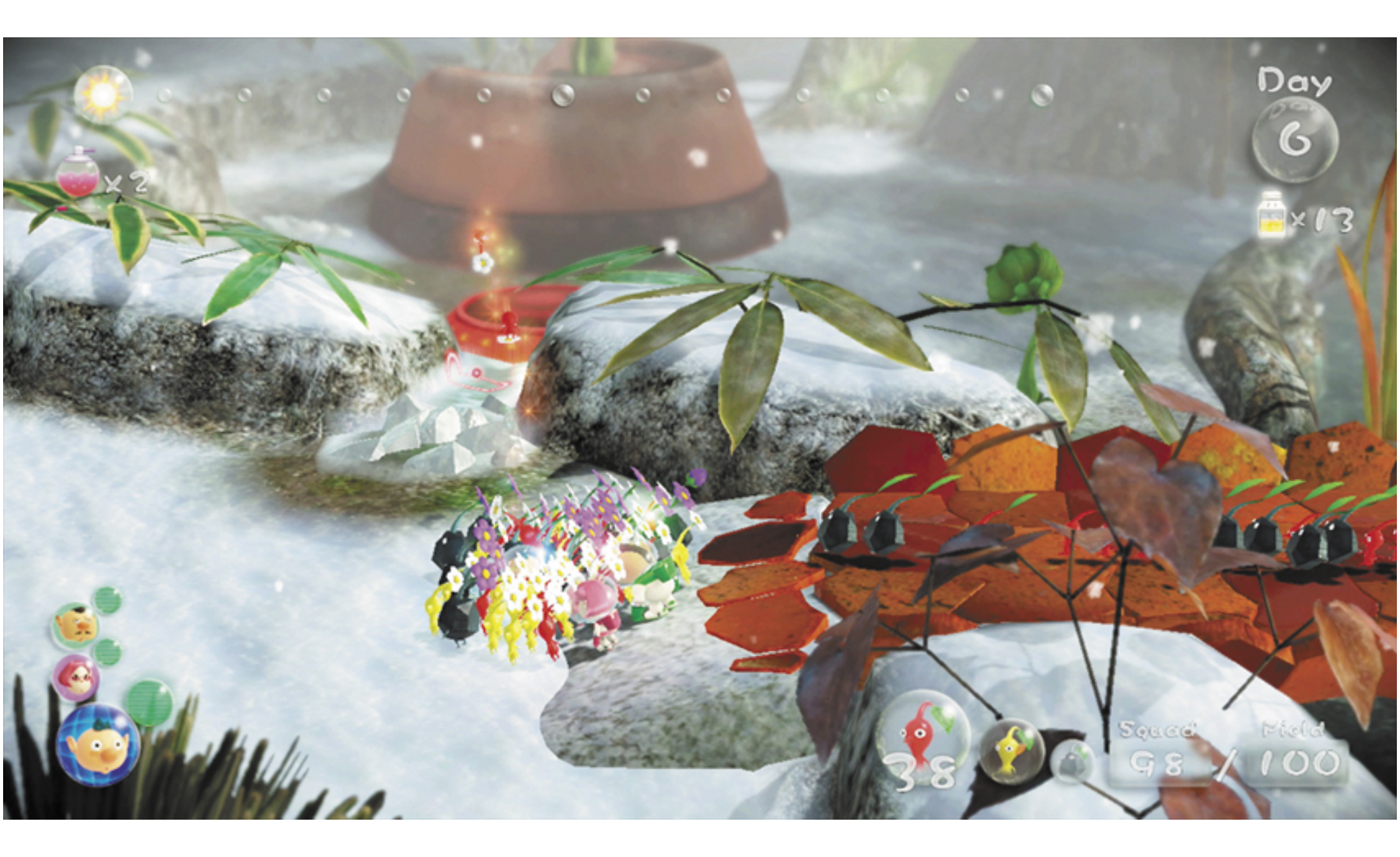


Map: Distant Tundra

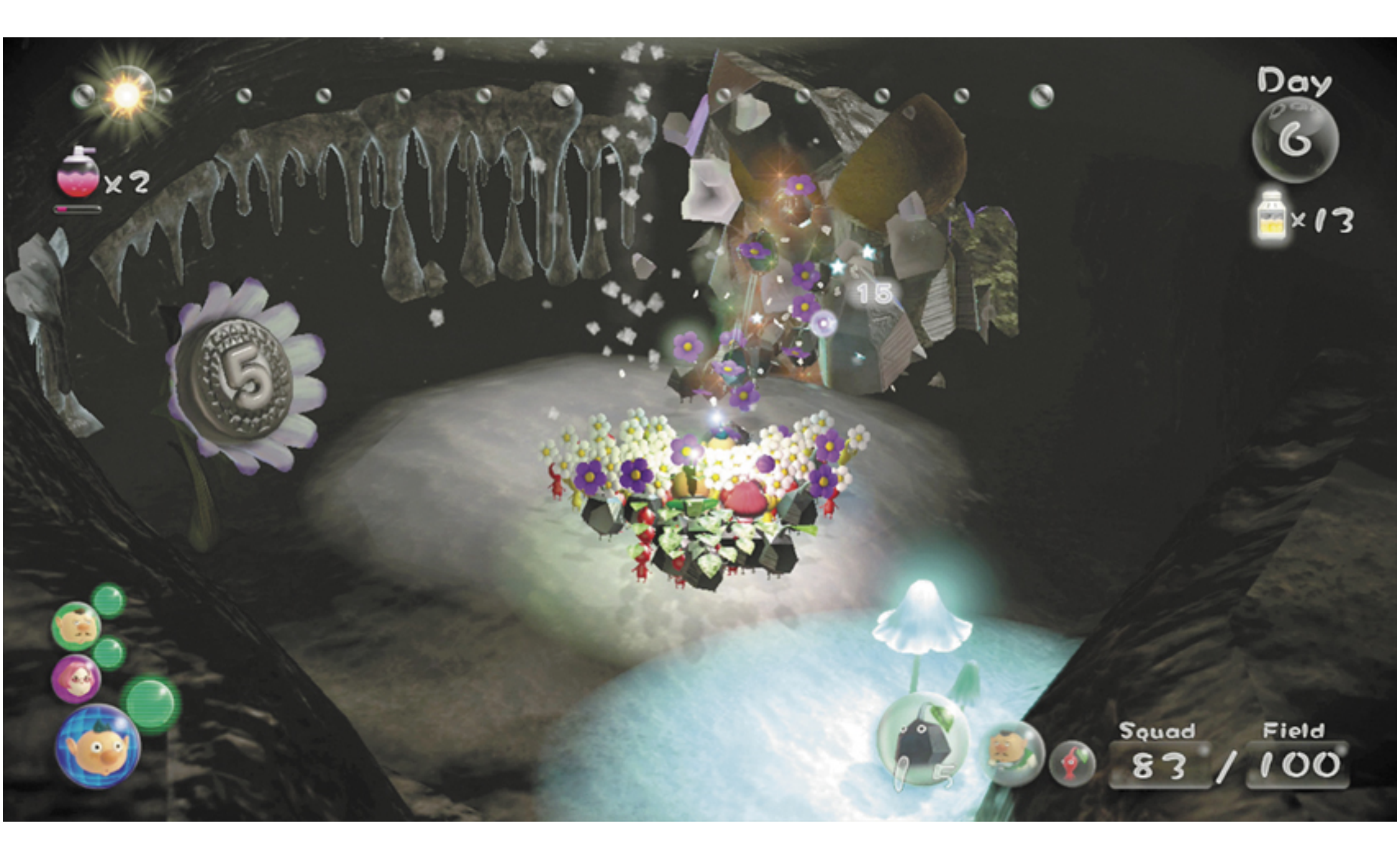
Remaining Juice: 13 canisters

Objectives: Finish any business left over from the last two days and collect all of the remaining accessible fruit.

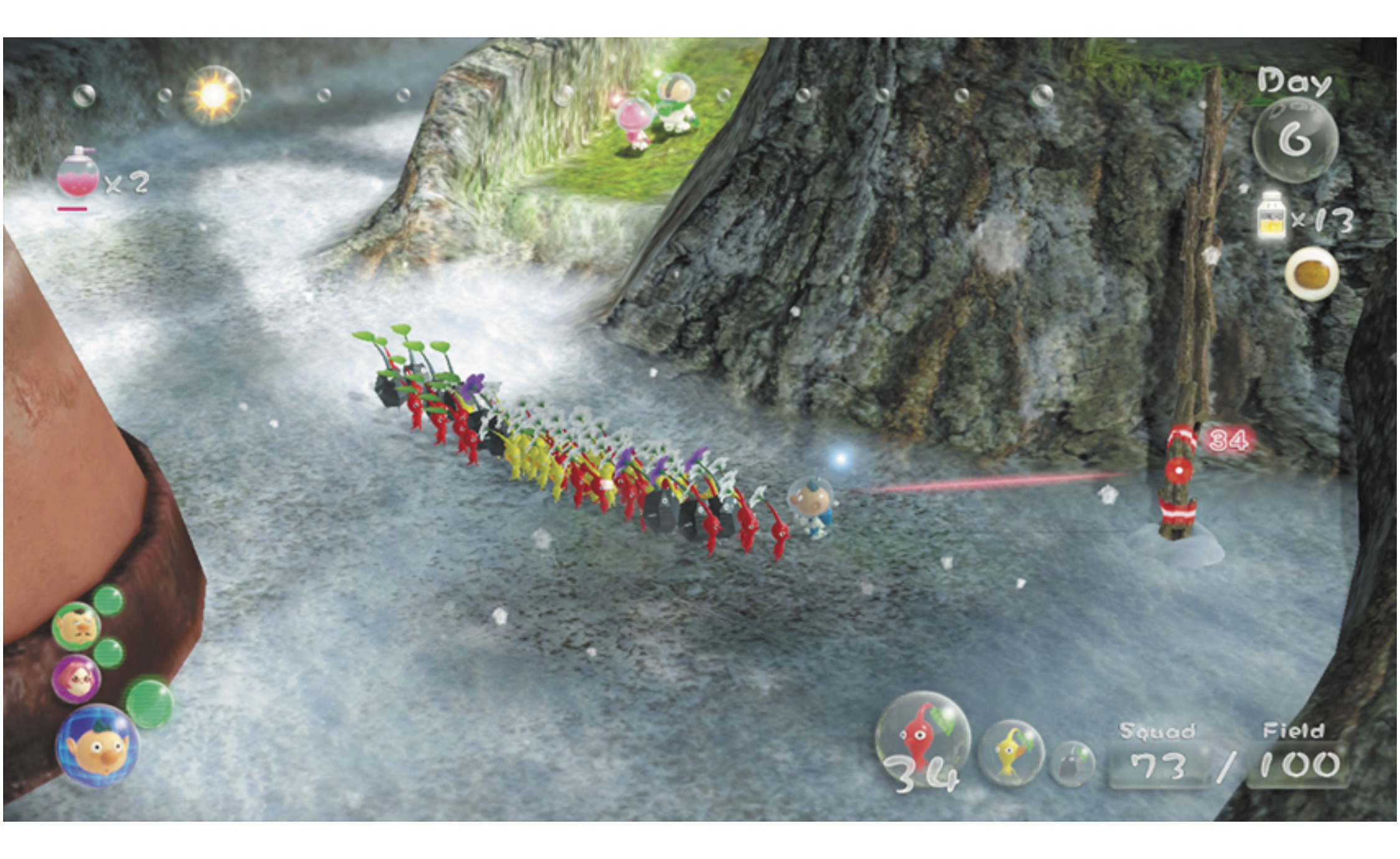
Now that the entire crew is safe, Alph suggests they focus on finding the Cosmic-Drive Key—a piece of equipment needed to leave the planet. Before you follow the newest signal, however, take a day to wrap up unfinished business and collect more of the planet's fruit.



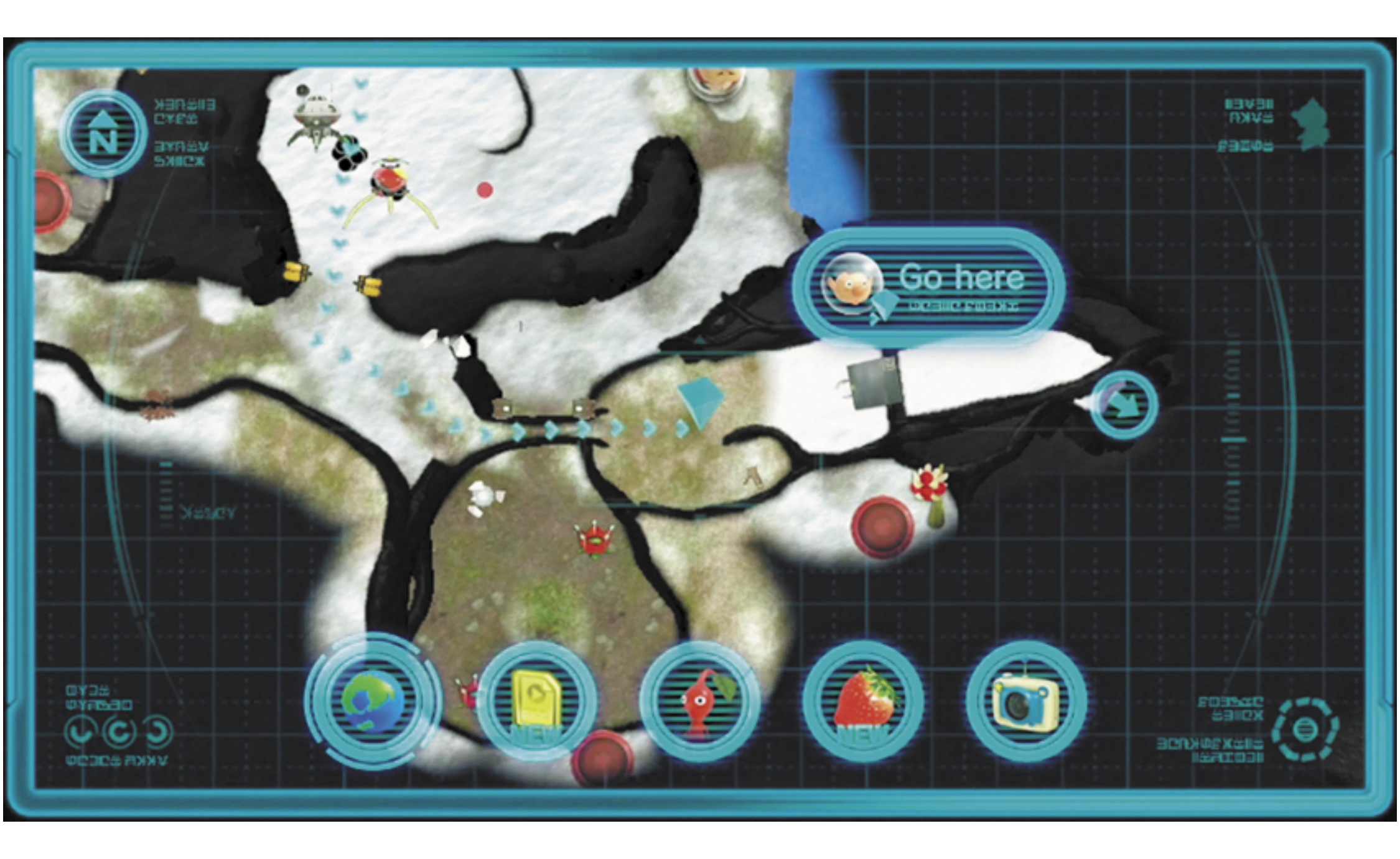
① When the day starts, call a relatively balanced group of Pikmin down from the Onion. If you have any unfinished business from the last two days, take care of it now—most of this day's tasks take place relatively near the landing site. Otherwise, lead your squad across the bridge to the north. Toss a few Pikmin onto the nearby Bouncy Mushroom to resume collecting Ultra-Spicy Berries, then head into the cave to the north.



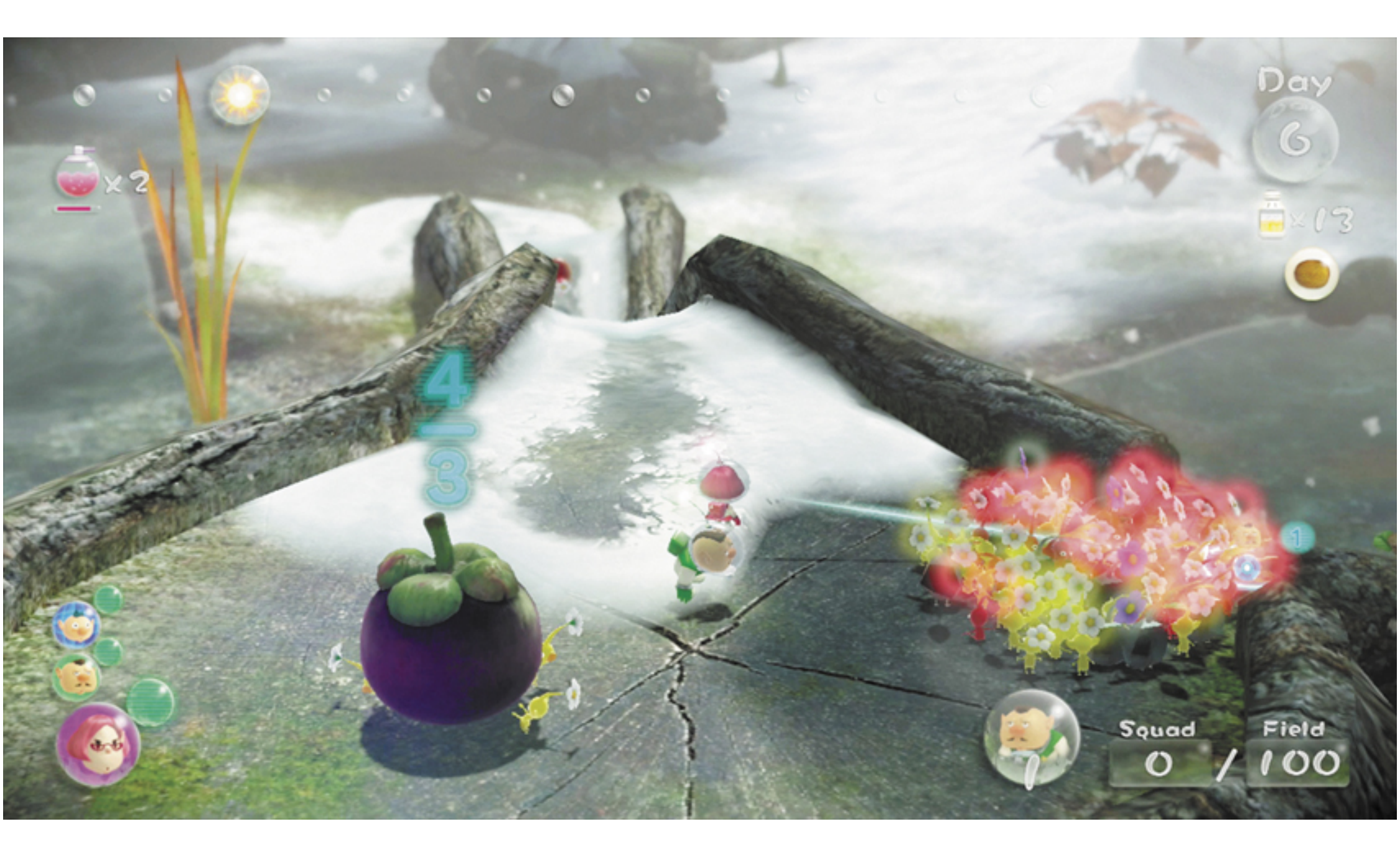
② Use the geyser to launch your squad up to the north half of the cave, then enter the alcove to the west. Smash the Large Crystal with your Rock Pikmin, then assign some Pikmin to carry each half of the revealed Disguised Delicacy (kiwifruit) back to the ship. Once the fruit is en route, take your remaining Pikmin and exit the cave.



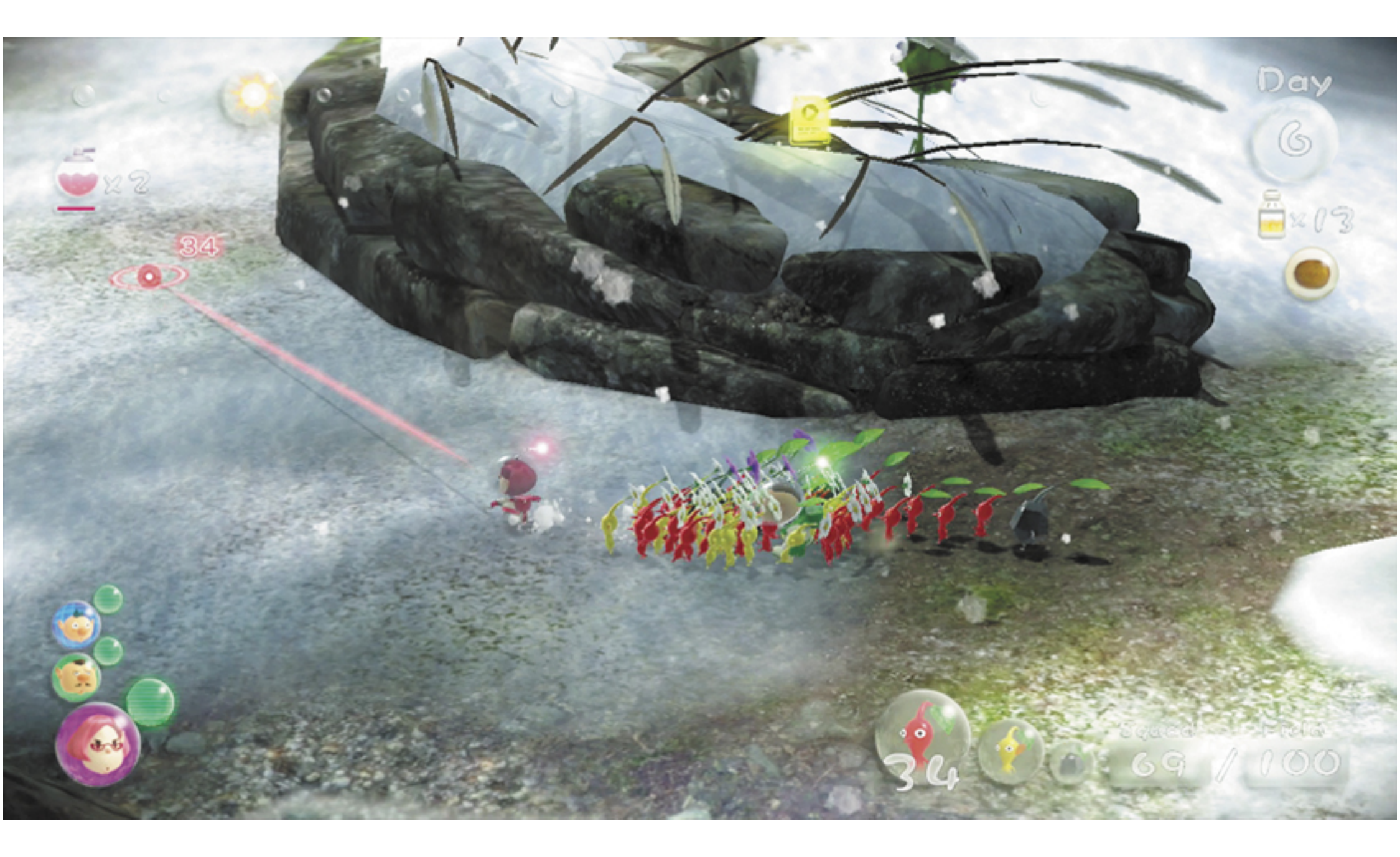
③ Once you're outside, use the curved path to the east. Move to the large stump past the flower pot and toss two crew members up to the ledge. Lock onto the nearby Climbing Stick and dismiss all of your Pikmin.



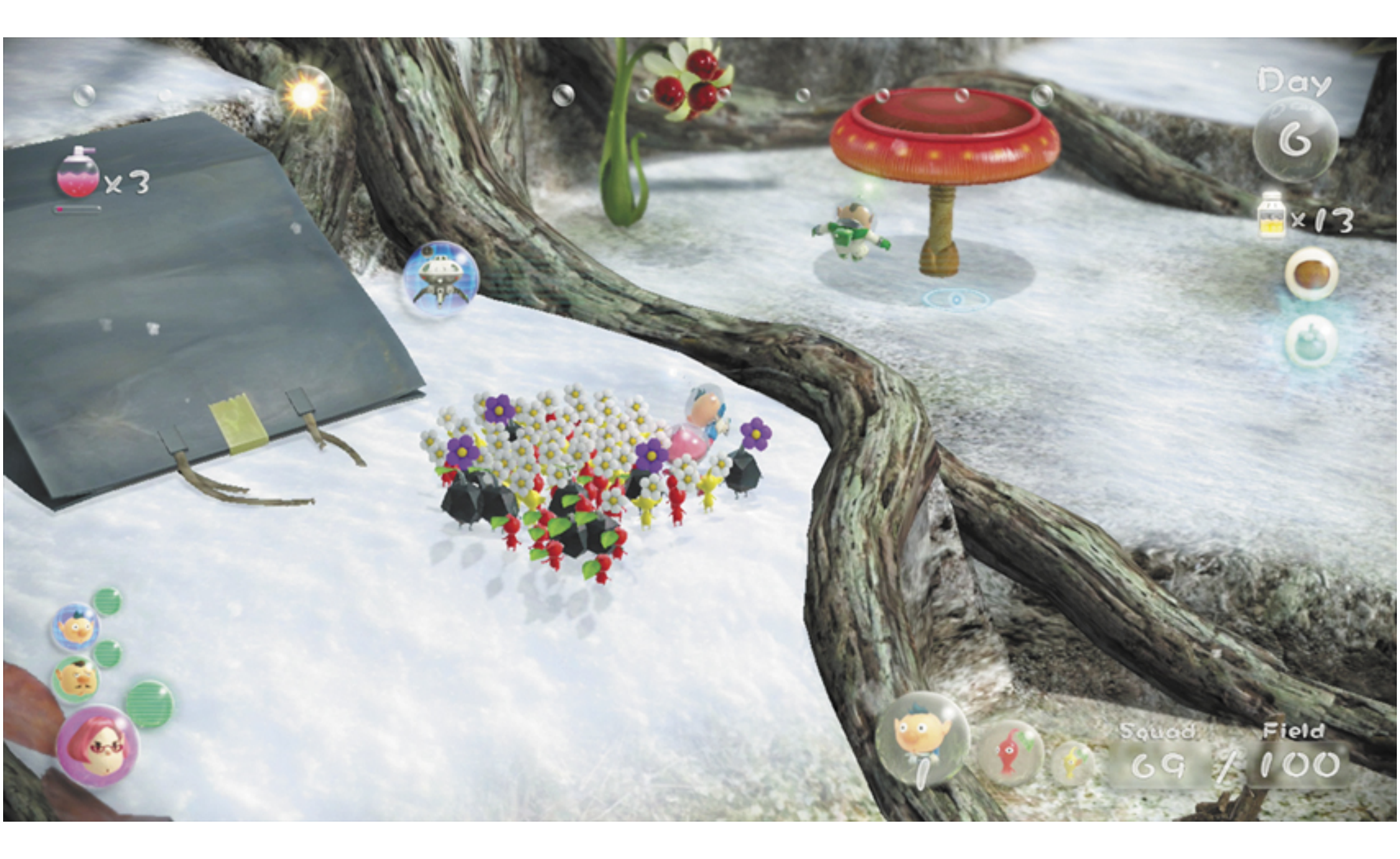
④ As the Pikmin climb to the top of the stump, use the "Go Here" command to plot a course for the currently selected crew member. Move the cursor to the ridge southeast of the landing site, outside the Vehemoth Phosbat cave's northern exit. After you confirm the destination, switch crew members and follow the ramp to the top of the stump.



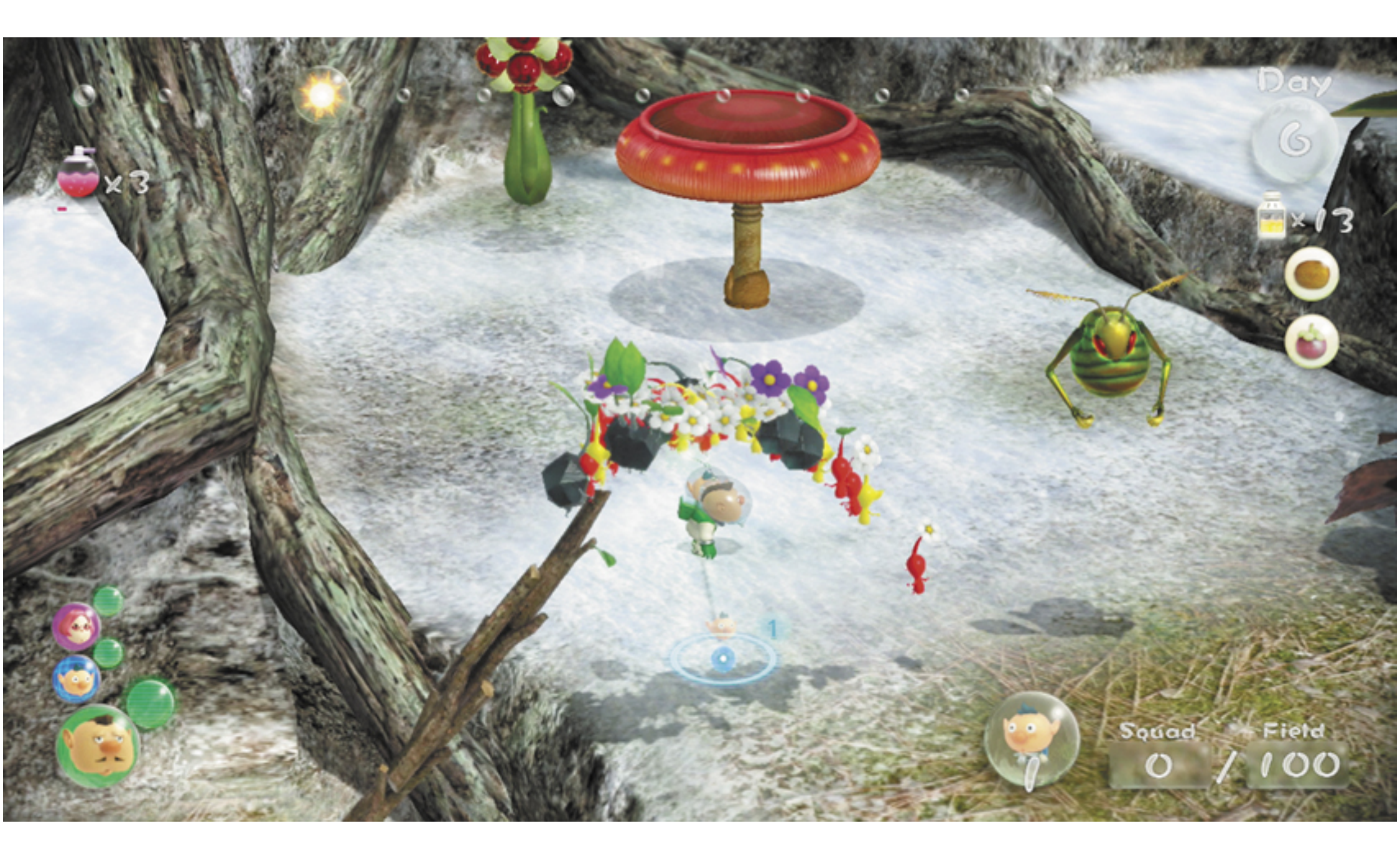
⑤ Gather the Pikmin at the top of the stump and assign at least three of them to carry the Dapper Blob (mangosteen) back to the landing site. Lead the remaining Pikmin down the slide on the stump's south side, then head for the "Go Here" point you set for the lone crew member.



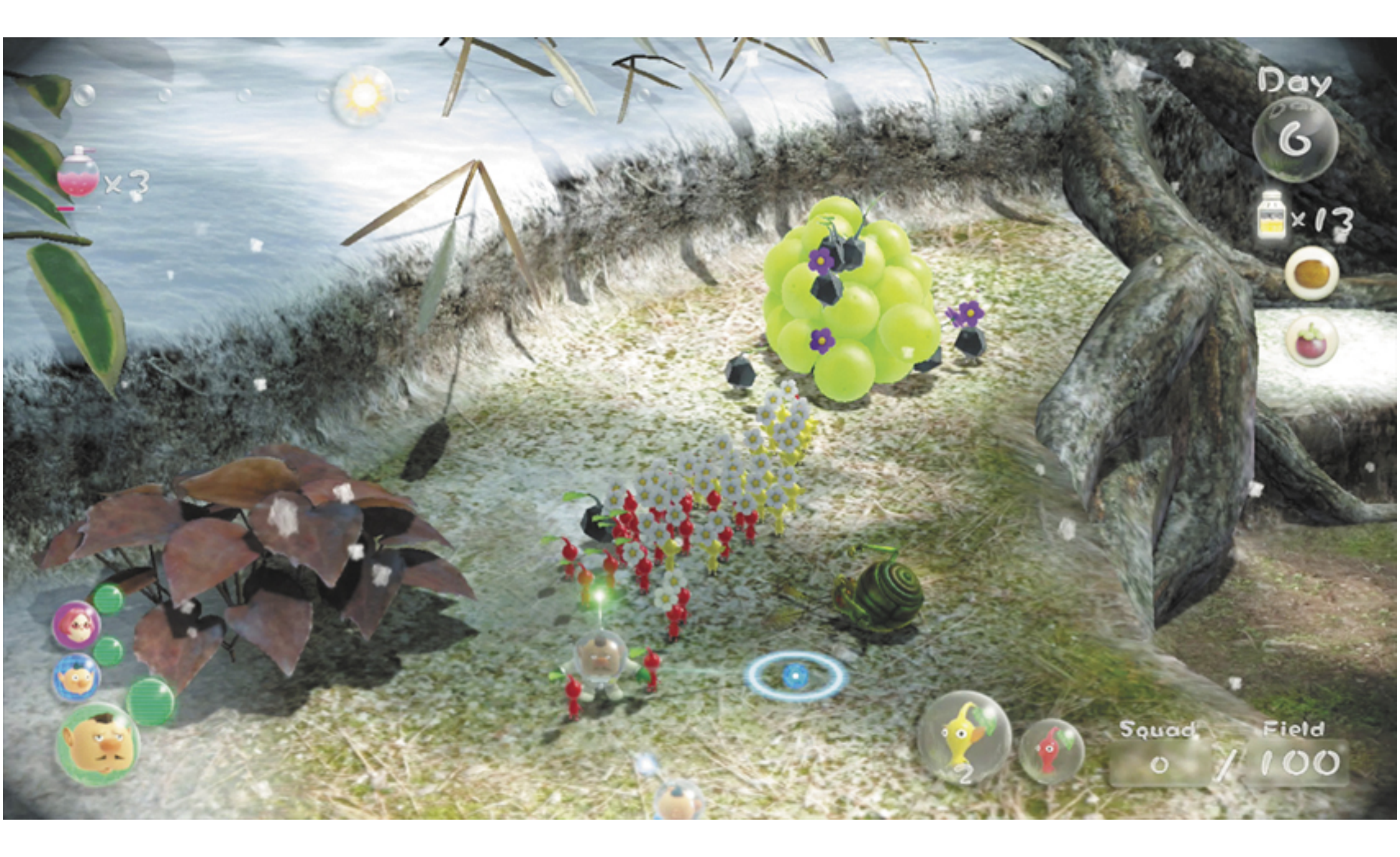
⑥ As you move to rendezvous with the remaining crew member, look for the Data File on the rocks just east of the landing site. To reach this Data File, you must stand on the ridge to the south and toss a crew member onto the rocks. For now, however, focus on collecting fruit.



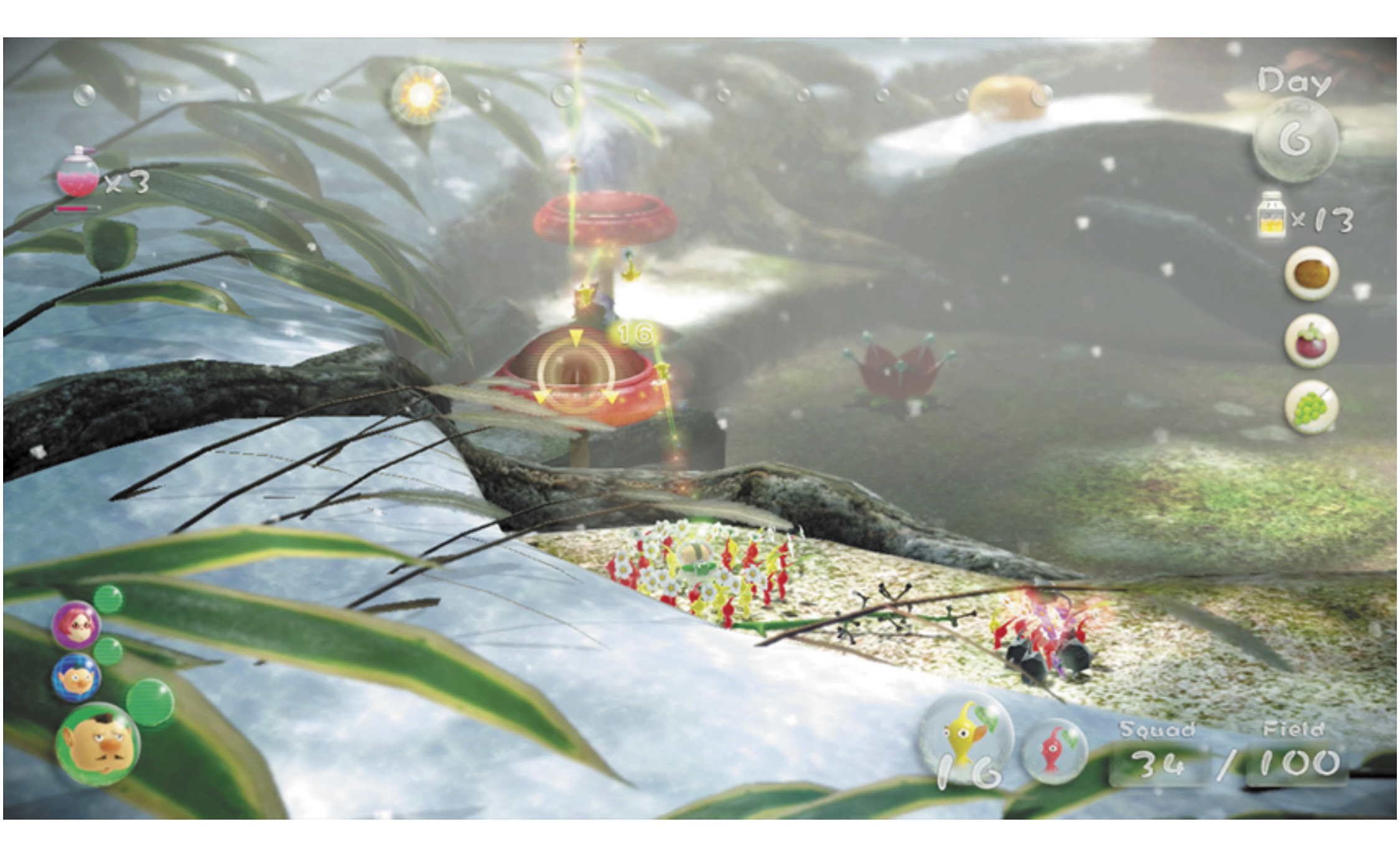
⑦ Climb up to the Paper Bag ramp that leads to the Vehemoth Phosbat cave. Throw two crew members onto the ground near the Bouncy Mushroom to the south. Move back down the slope and send all of your Pikmin charging into the Climbing Stick to the west.



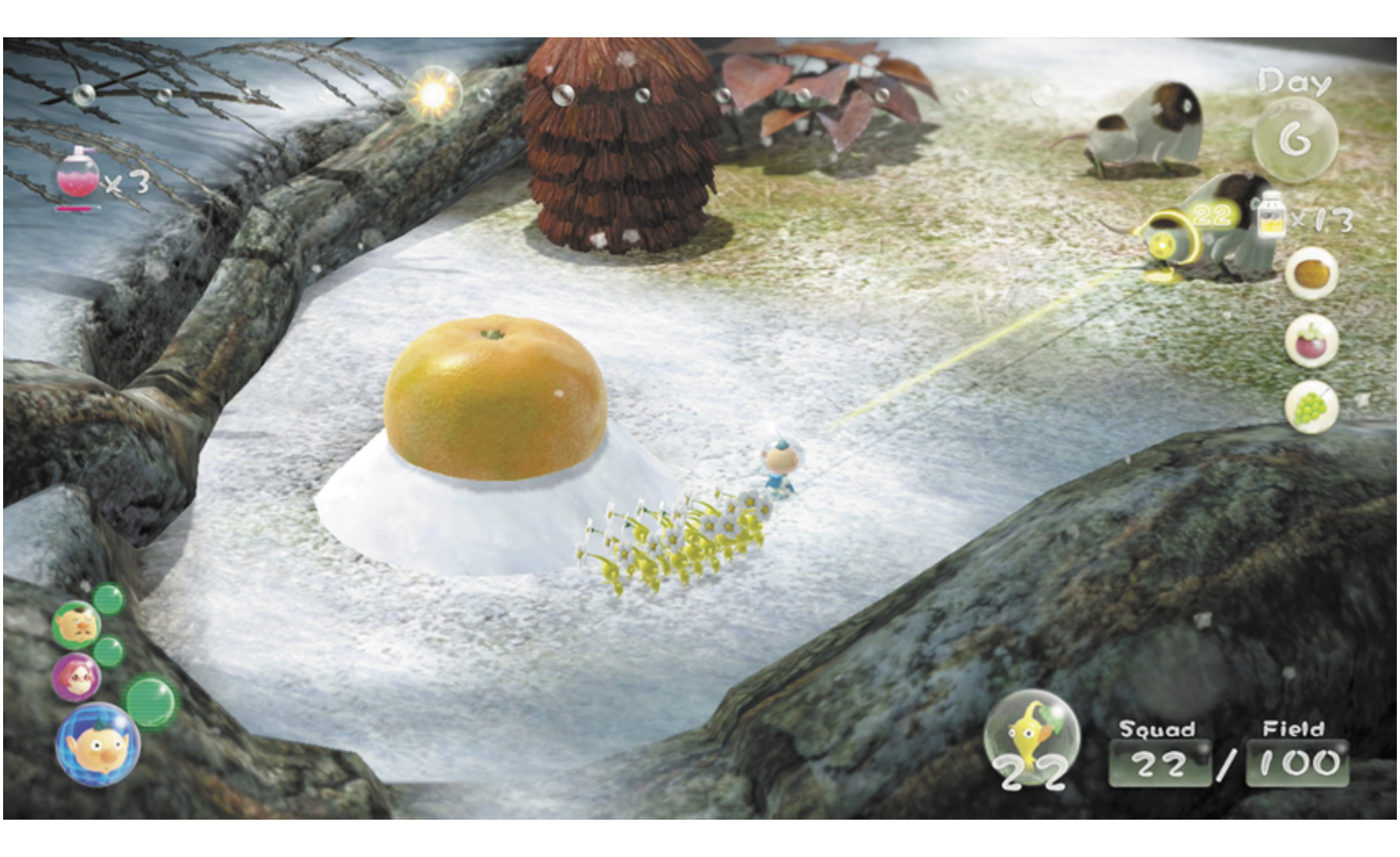
Switch crew members and gather the Pikmin as they hop off of the Climbing Stick. Use a Rock Pikmin to knock each of the nearby Swooping Snitchbugs out of the air, then toss several Pikmin onto each of the incapacitated enemies. Assign a few Pikmin to gather the Ultra-Spicy Berries near the Bouncy Mushroom, then follow the ledge as it curves to the south.



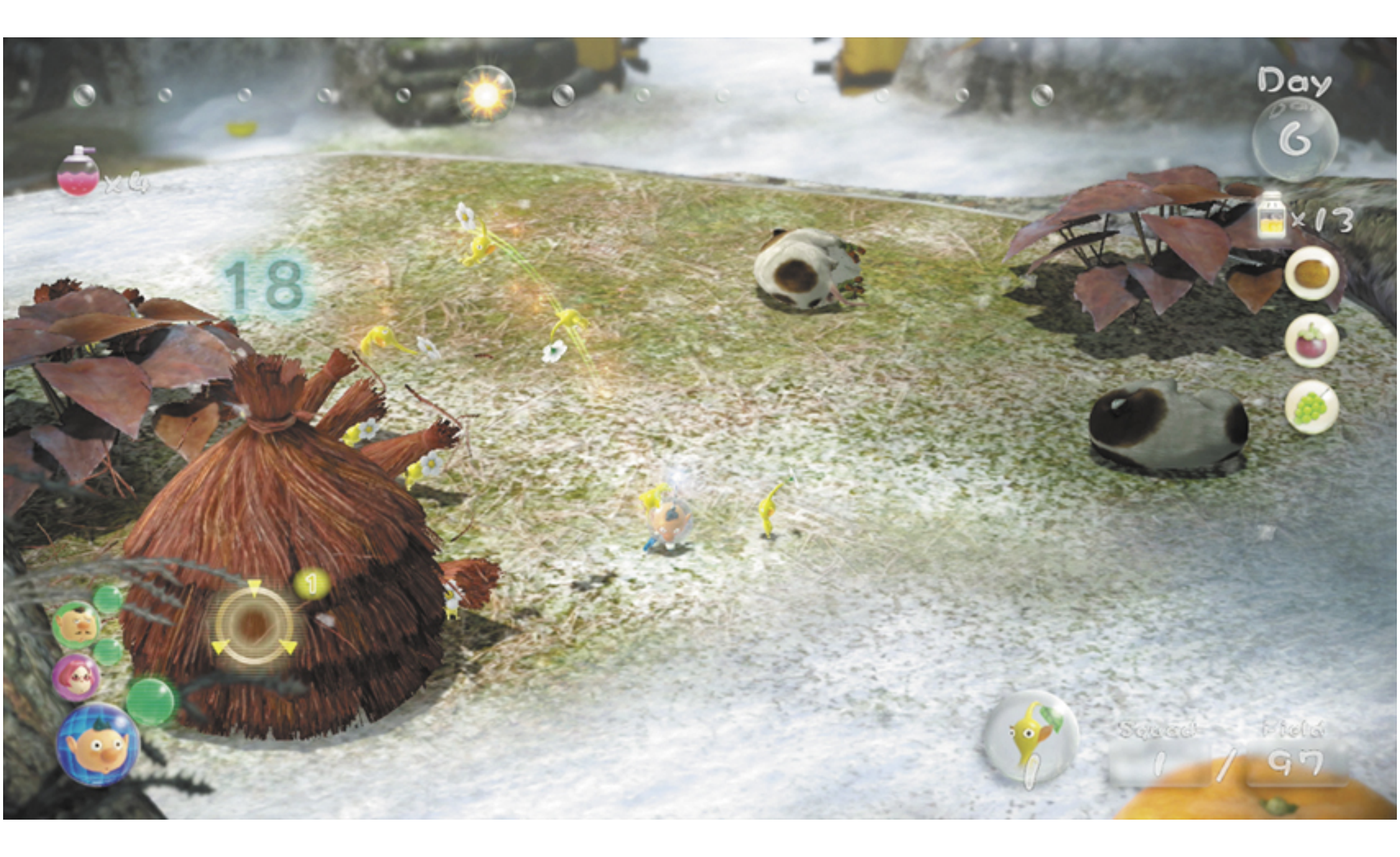
⑧ Assign your Rock Pikmin and Red Pikmin to collect the Dawn Pustules (green grapes) at the end of the ledge.



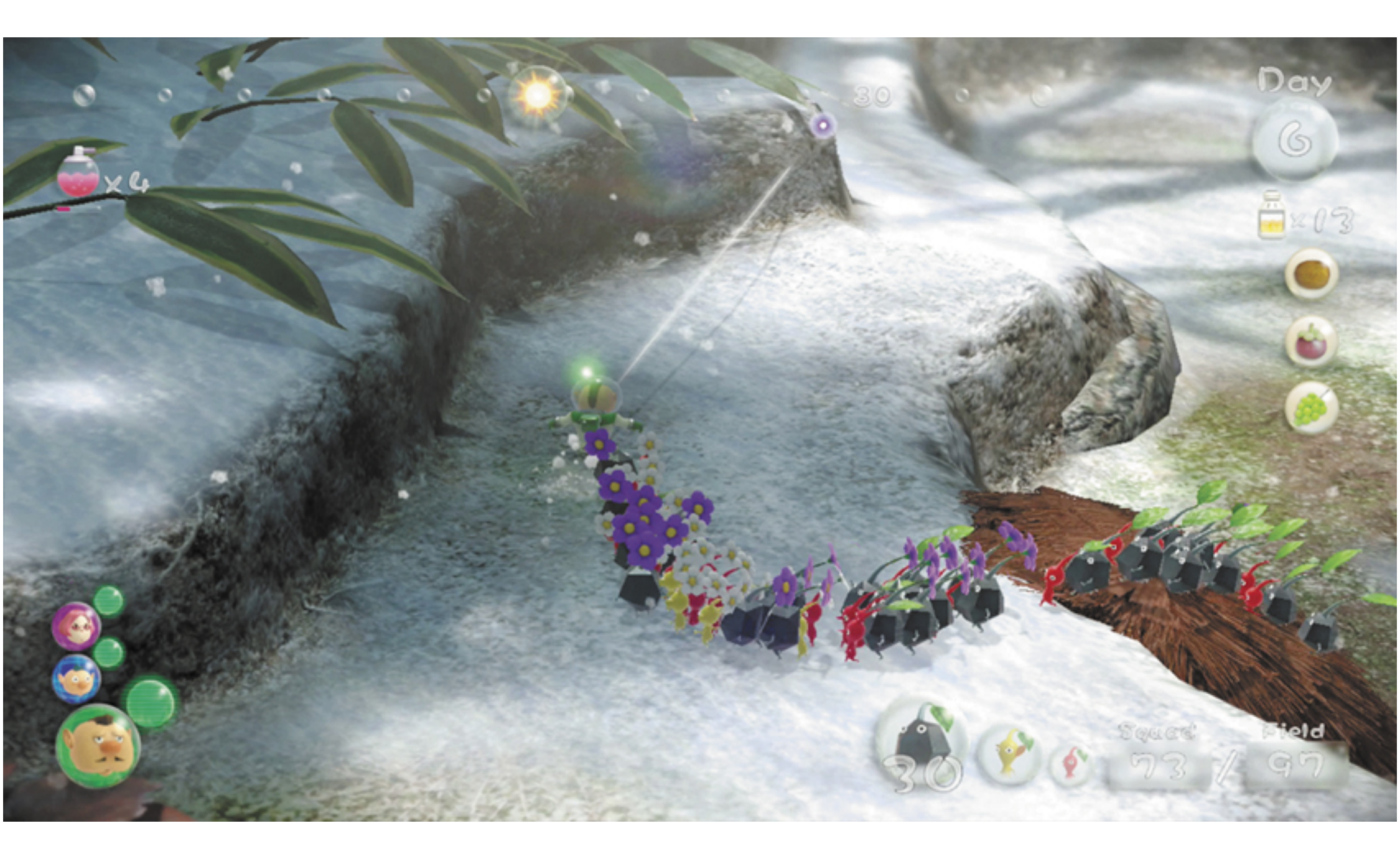
Once the grapes are out of the way, toss one crew member and all of your Yellow Pikmin across the Bouncy Mushrooms to the west.



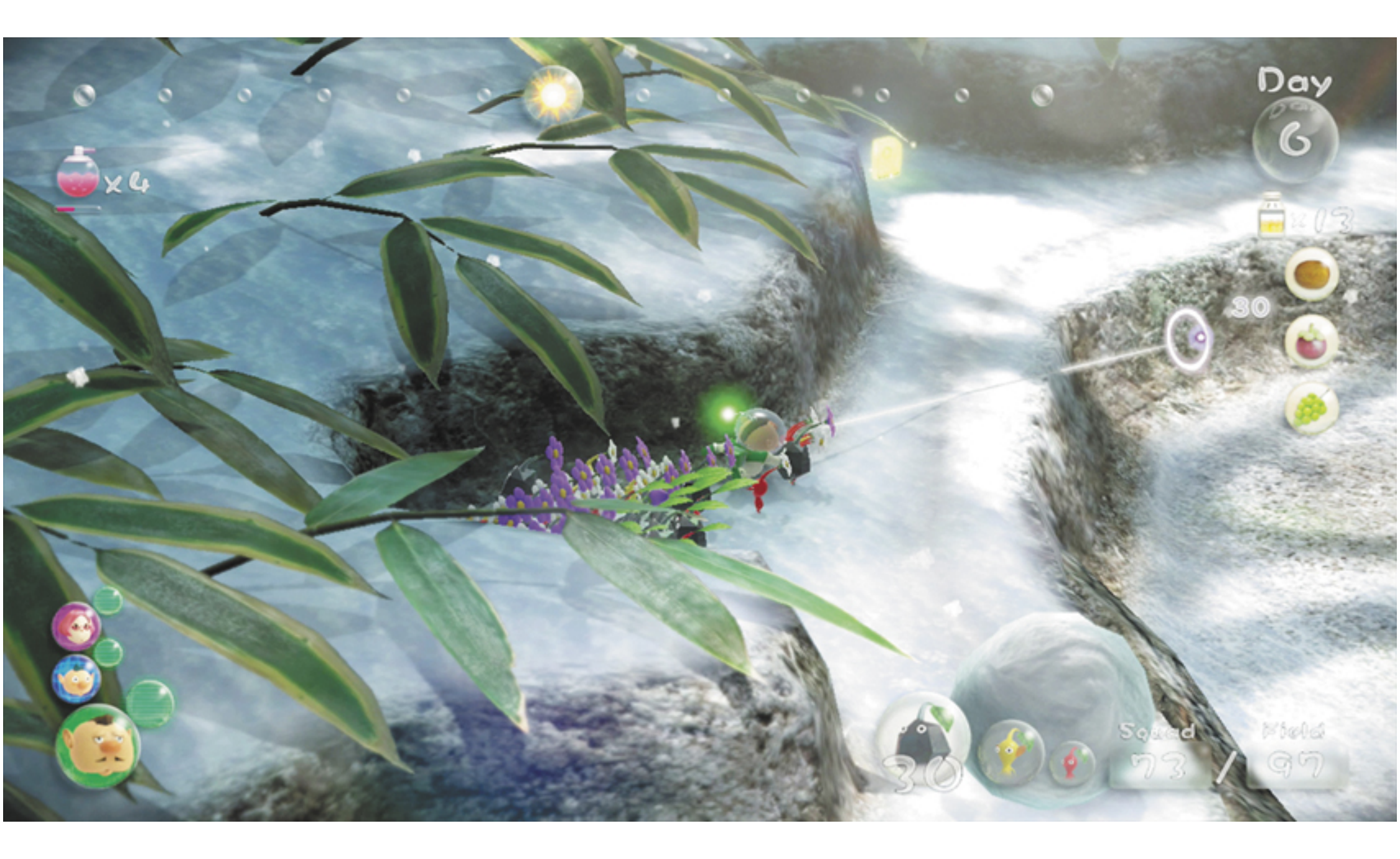
⑨ Switch to the crew member you threw across the Bouncy Mushrooms. The Yellow Pikmin should have begun digging up a half-buried Citrus Lump (mikan). Call them to you and use them to clear out the nearby Bearded Amprats.



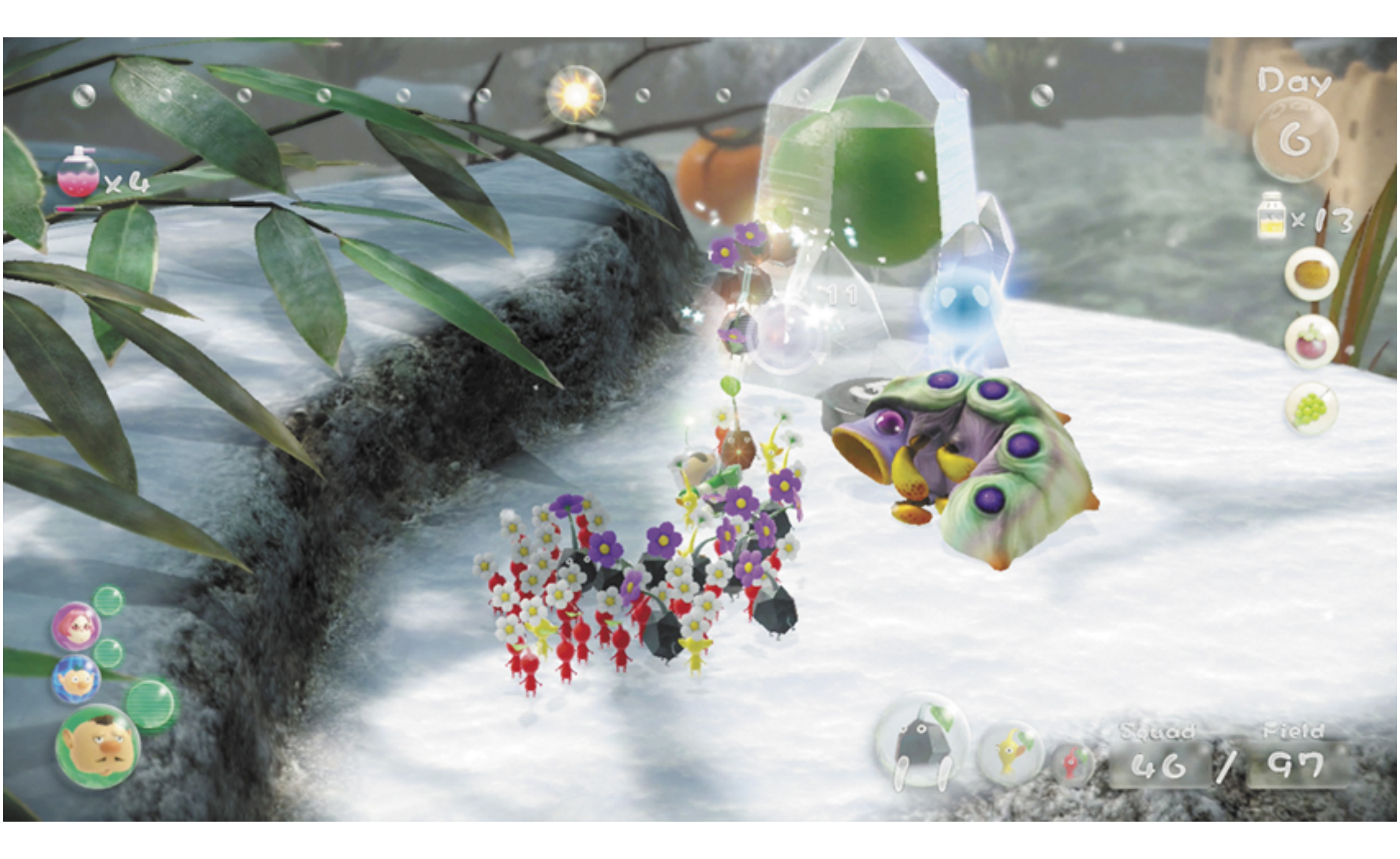
When both Bearded Amprats are down, send your Pikmin into the nearby bundles of Hay. As the Pikmin build a path down from the ledge, switch to the crew member you left near the grape stem.



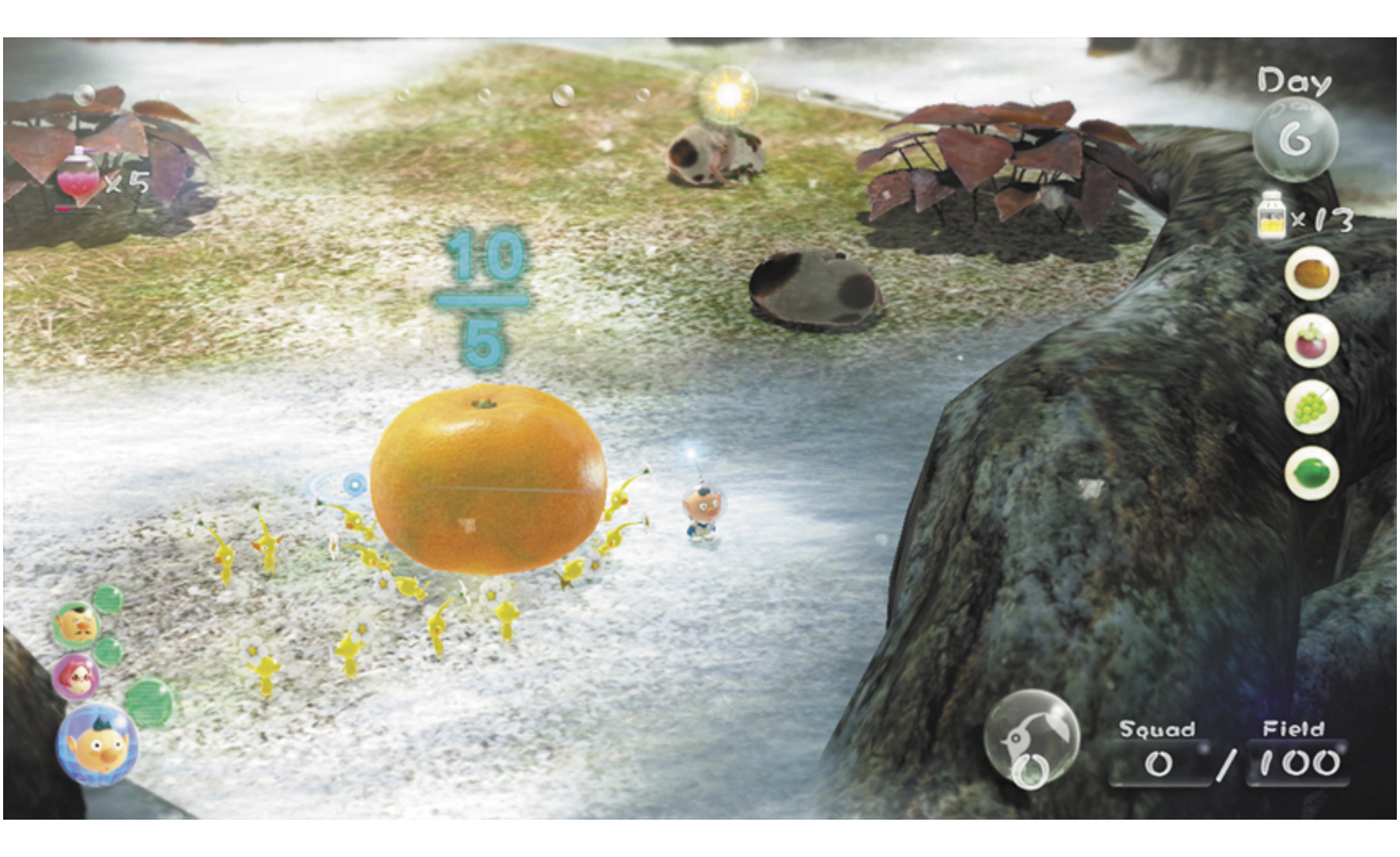
⑩ Gather the Pikmin that have returned from delivering grapes, then swing by and gather the Pikmin waiting at the landing site. Lead your squad up the Hay ramp and follow the ledge to the west.



The Arctic Cannon Larva fires a series of Snowballs along the ledge. Use the notches in the rock wall to move your Pikmin out of harm's way and make your way to the enemy.



⑪ Flank the Arctic Cannon Larva and throw all of your Rock Pikmin at the creature. After you defeat the enemy, use your Rock Pikmin to free the Zest Bomb (lime) from the nearby Large Crystal. Assign five Pikmin to carry the Zest Bomb to the ship, then use the rest of the squad to carry the defeated enemy and any pellets it left behind.



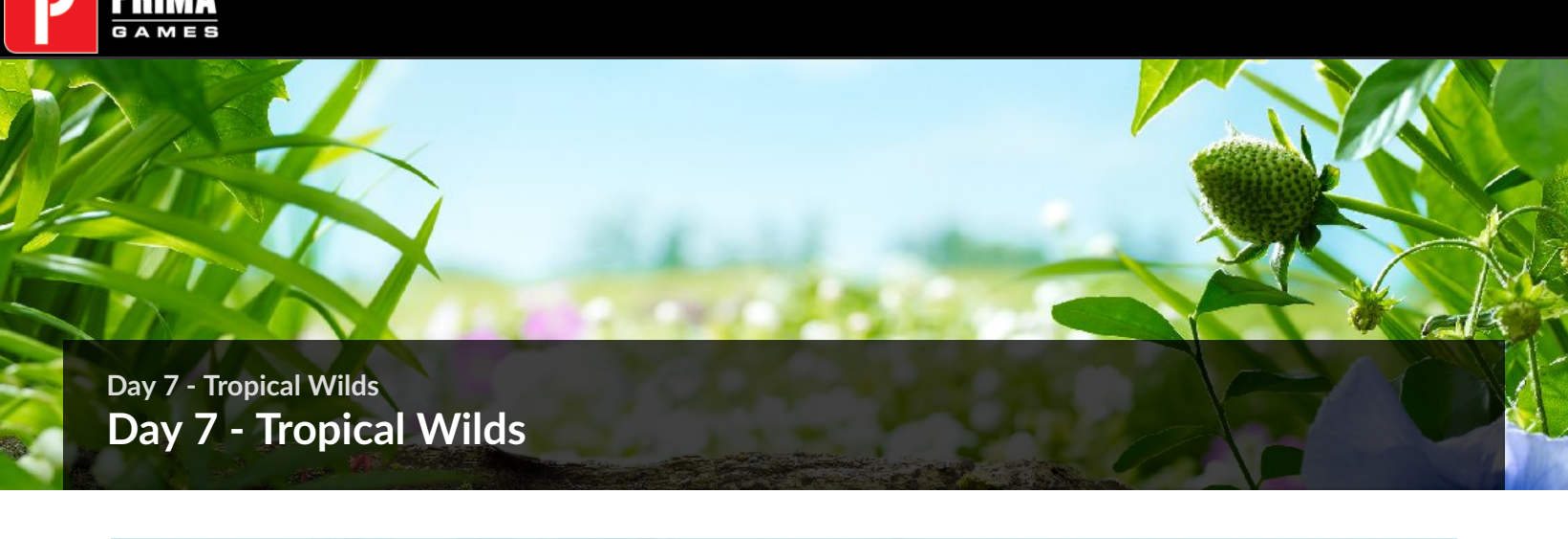
Switch to the crew member near the Hay's original location and gather your Yellow Pikmin. Use your Squad to finish digging up the Citrus Lump and transport it to the ship. You should still have plenty of time left in the day. Transport the enemies you defeated earlier, collect any Data Files you passed up, and continue to gather Ultra-Spicy Berries—just make sure you gather all of your Pikmin and pluck new sprouts before the day ends.

### Progress Report: Day 6

You should have completed the following tasks by the end of Day 6:

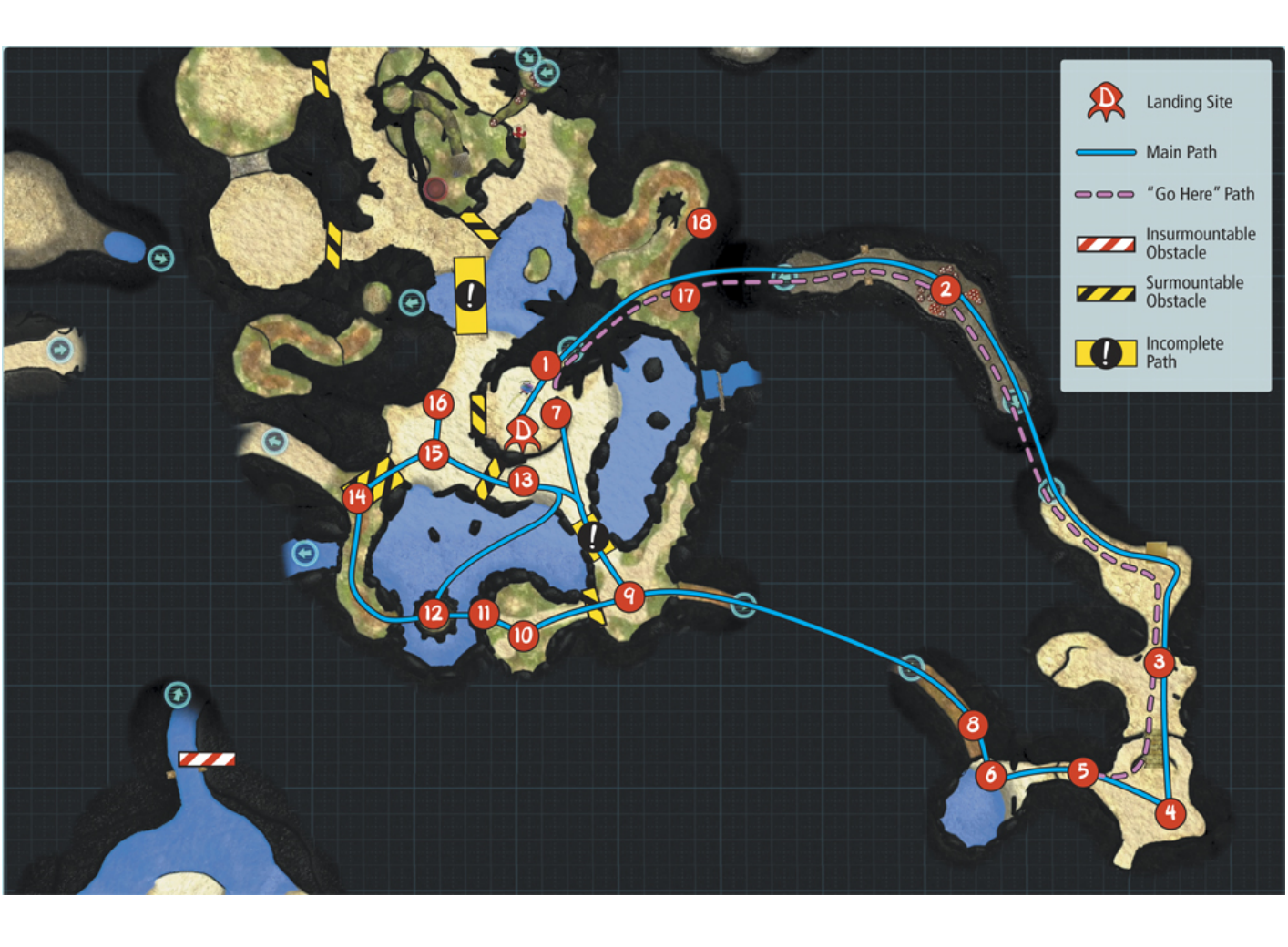
- Complete any unfinished tasks from the last two days.
- Collect a Disguised Delicacy.
- Collect a Dapper Blob.
- Collect a full bunch of Dawn Pustules.
- Collect a Zest Bomb.
- Collect a Citrus Lump.

Travel to the Tropical Wilds when you're ready to begin Day 7.



Day 7 - Tropical Wilds

# Day 7 - Tropical Wilds



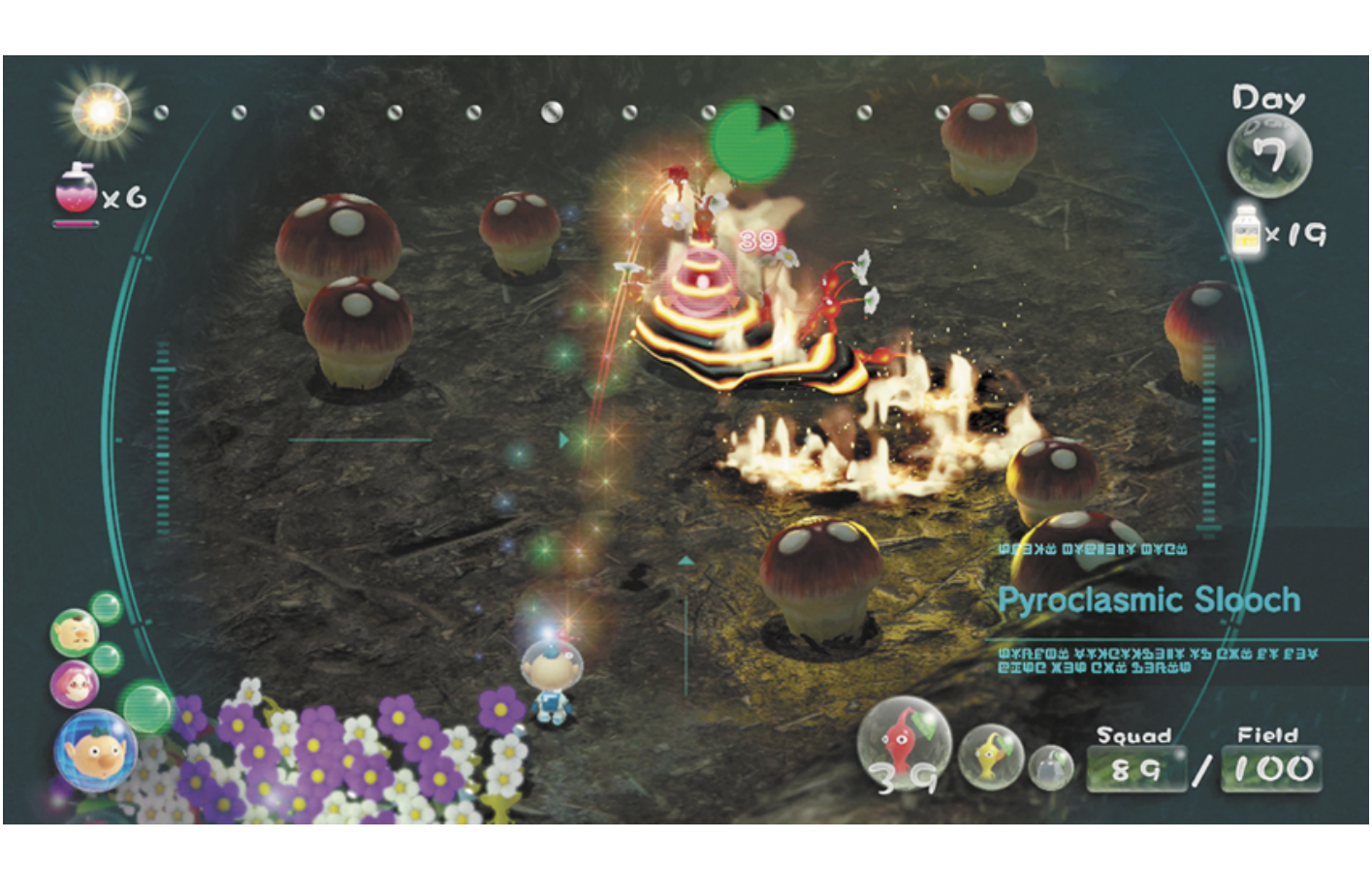
Map: Tropical Wilds

Remaining Juice: 19 canisters

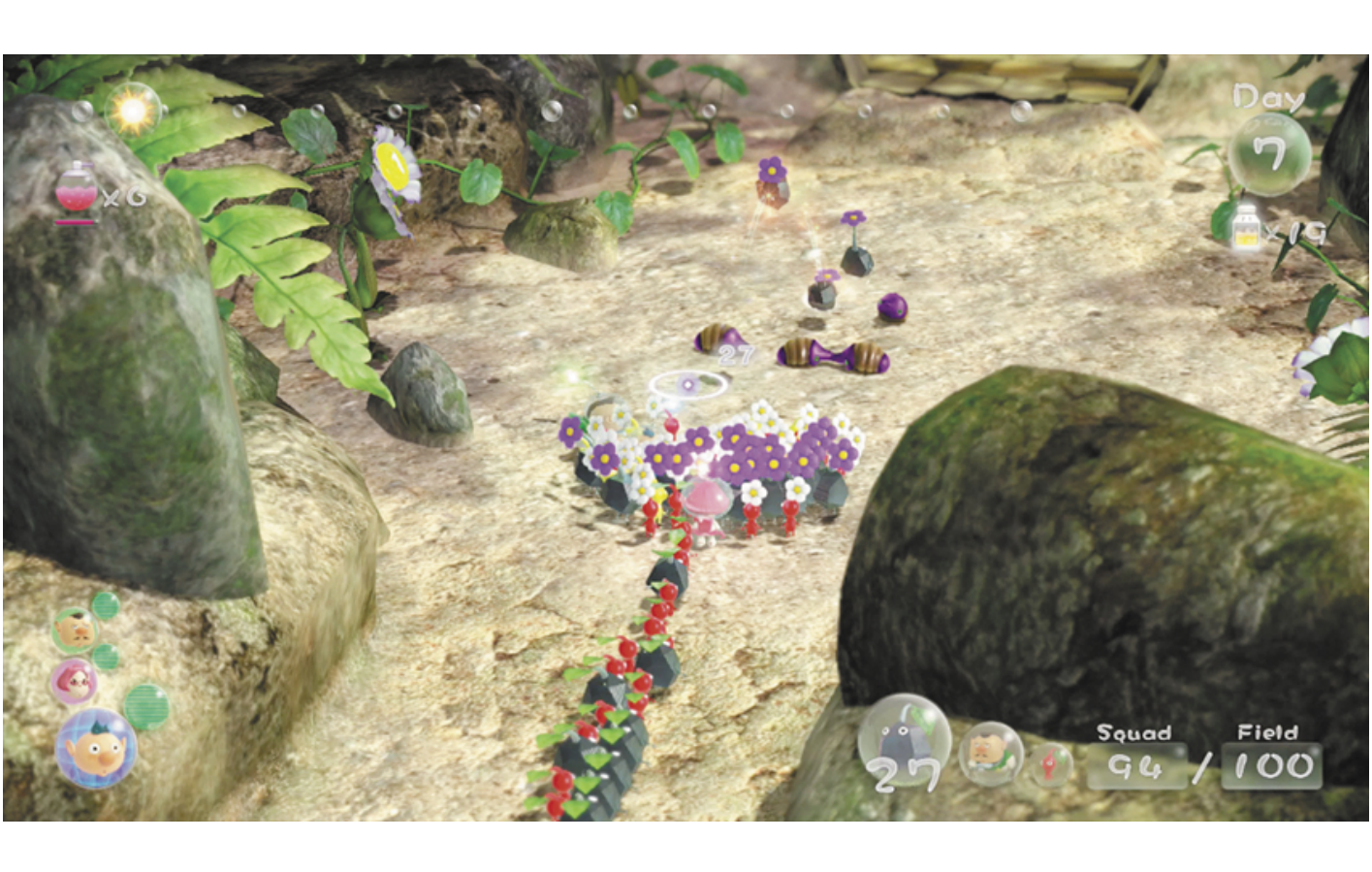
Objectives: Prepare the path to the newest signal while searching for fruit and another suit upgrade.

You've explored all of the Distant Tundra areas that are accessible with the currently available Pikmin; now it's time to follow the newest signal. Explore the Tropical Wilds, collect valuable items, and open new paths until the day ends.

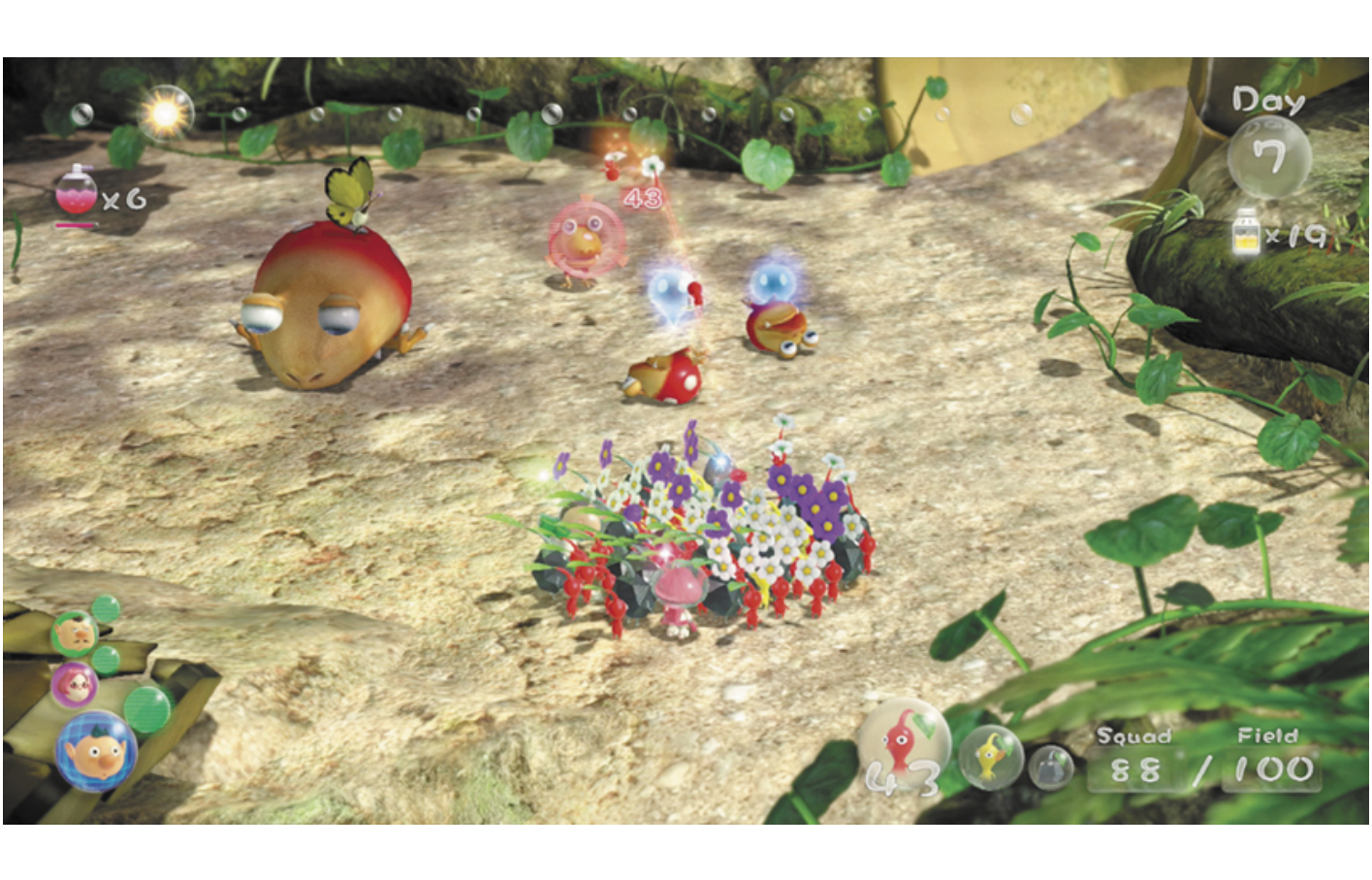
① When the day starts, select a full group Pikmin from the Onion. Bring at least 20 of each Pikmin variety, and fill the rest of the group with whatever type of Pikmin you'd like to carry fallen enemies back to the landing site. With all three crew members in the squad, enter the narrow passage just north of the landing site.



② This is the same area Alph explored on Day 1, but you'll find several new enemies have appeared. Use your Red Pikmin to defeat the Pyroclasmic Slooch patrolling near the Spotcaps. If you like, assign a few Pikmin to transport the enemy. When the flames burn out, exit through the far end of the passage.



③ There are some enemies hidden just south of the Cardboard Box. Move slowly until the Male Sheargrubs show themselves, then pummel them with your Pikmin. If you like, assign one Pikmin to carry each defeated enemy. When you're ready, continue across the bridge to the south.



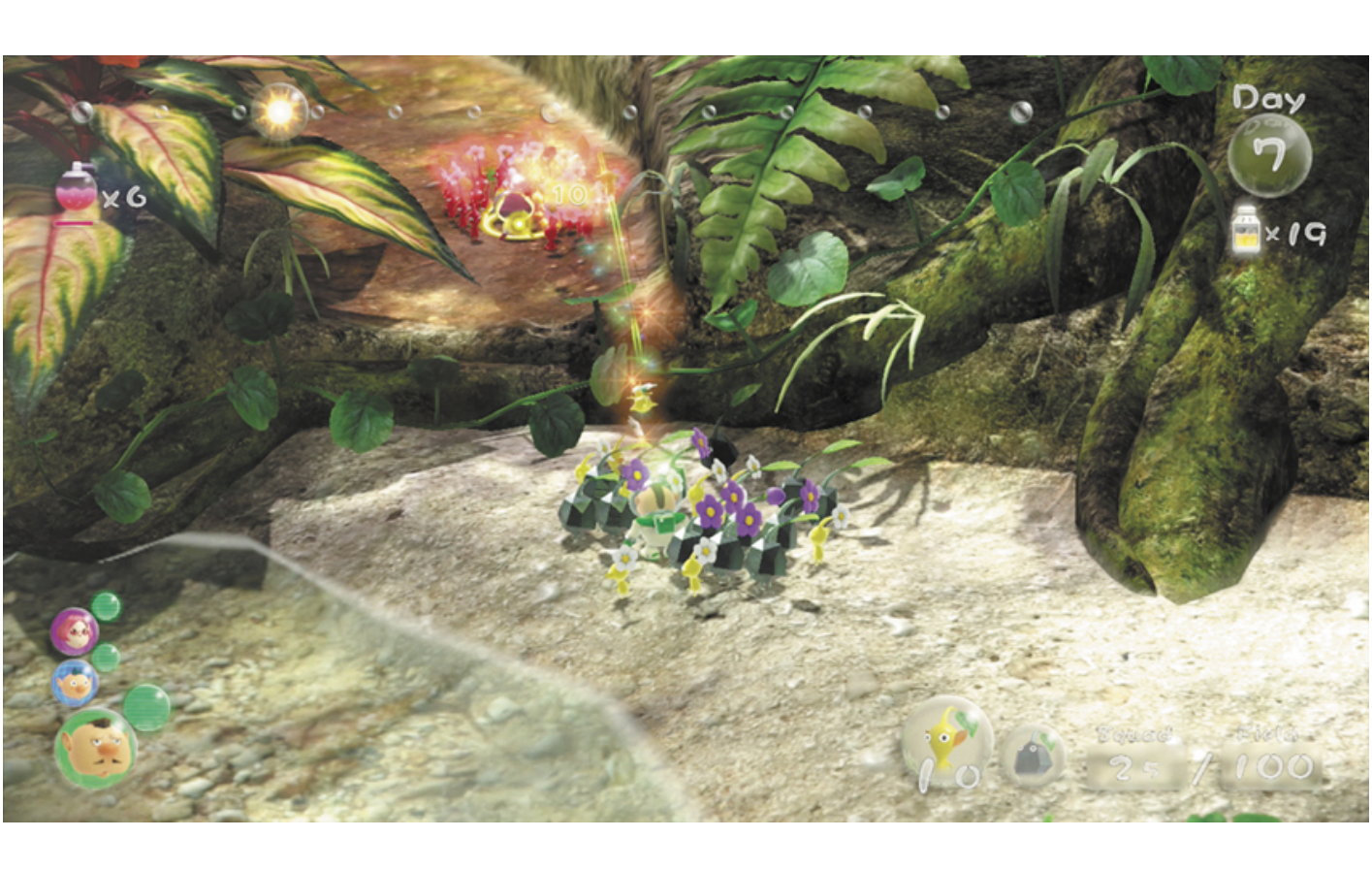
Just across the bridge, you find a sleeping Bulborb surrounded by three Dwarf Bulborbs. Throw one Pikmin directly onto each of the smaller enemies, but call them all back before they have a chance to wake the Bulborb. Sneak behind the sleeping Bulborb and send your entire army charging in to attack.

**Caution**

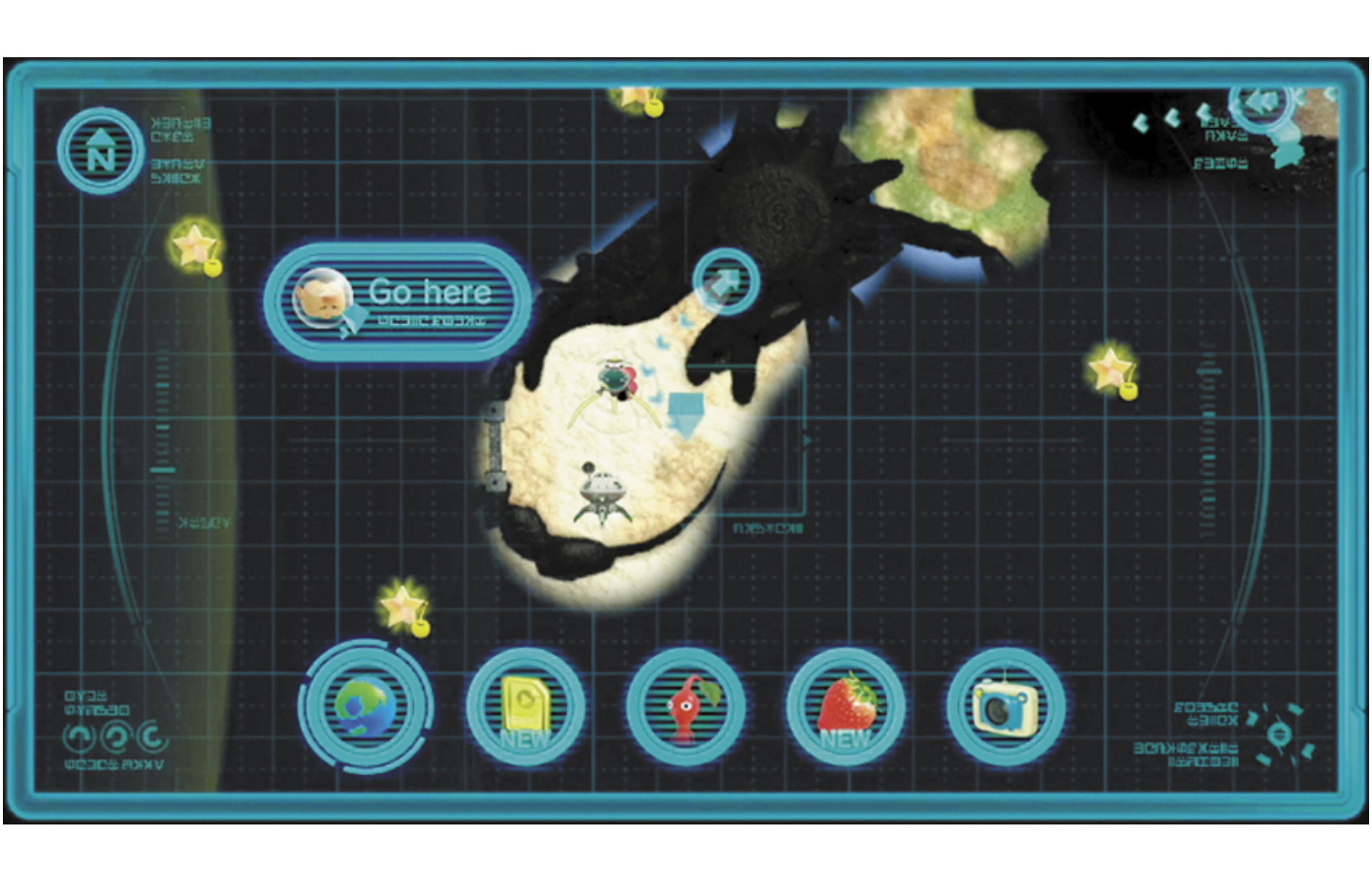
Whenever possible, avoid using Rock Pikmin to clear enemies near a sleeping Bulborb. One unfortunate bounce could wake the creature before you're able to flank it.

④ Assign whatever Pikmin you'd like to transport the fallen enemies, then locate the Delectable Bouquet (fig) hanging from the nearby tree. Toss eight Pikmin onto the fruit to knock it to the ground and carry it back to the ship. When you're ready, head toward the enclosure to the west.

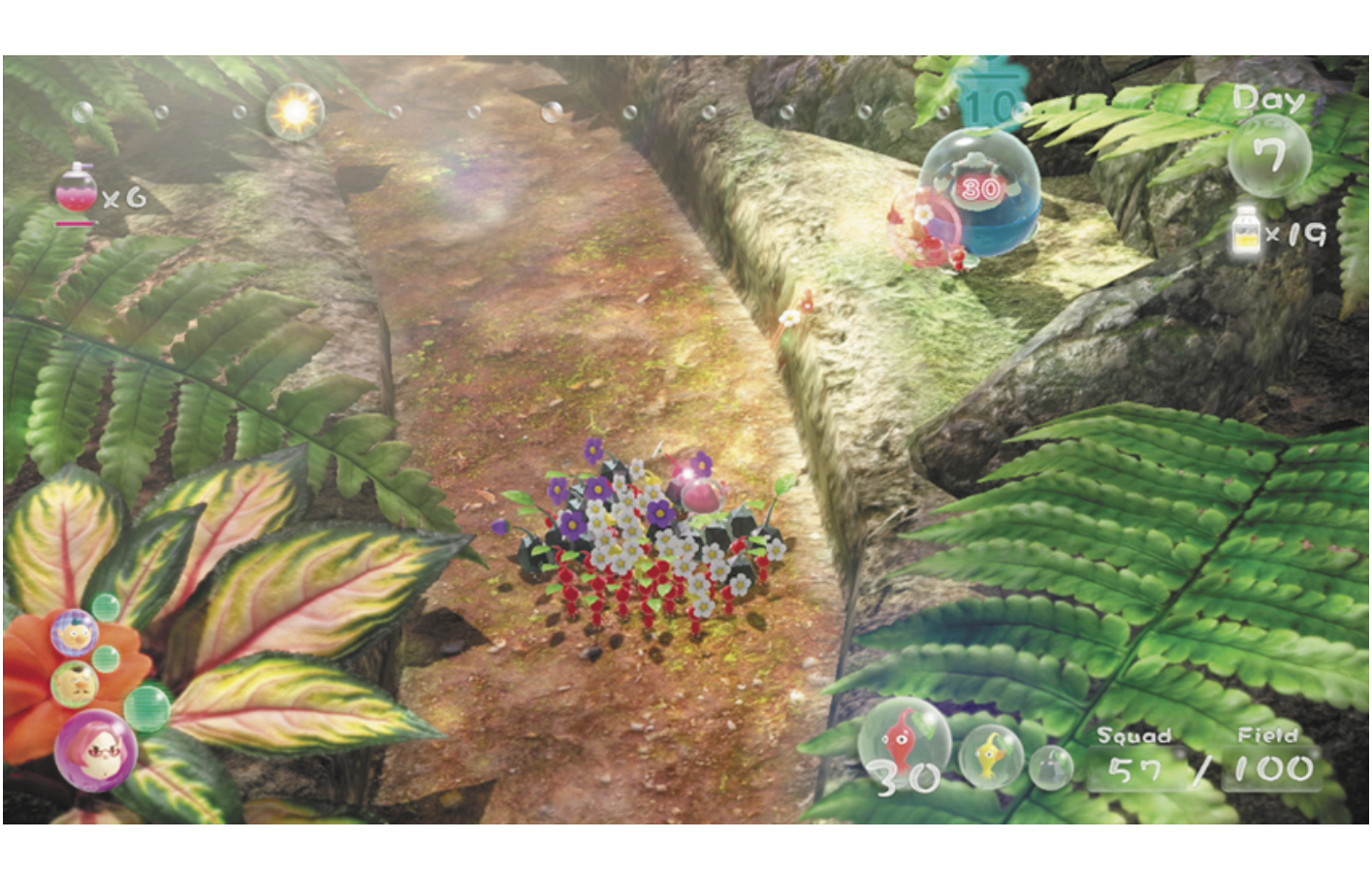
⑤ When you reach the ledge blocking your path, throw two crew members and all of your Pikmin into the enclosure. Switch crew members and reform what's left of your squad on higher ground.



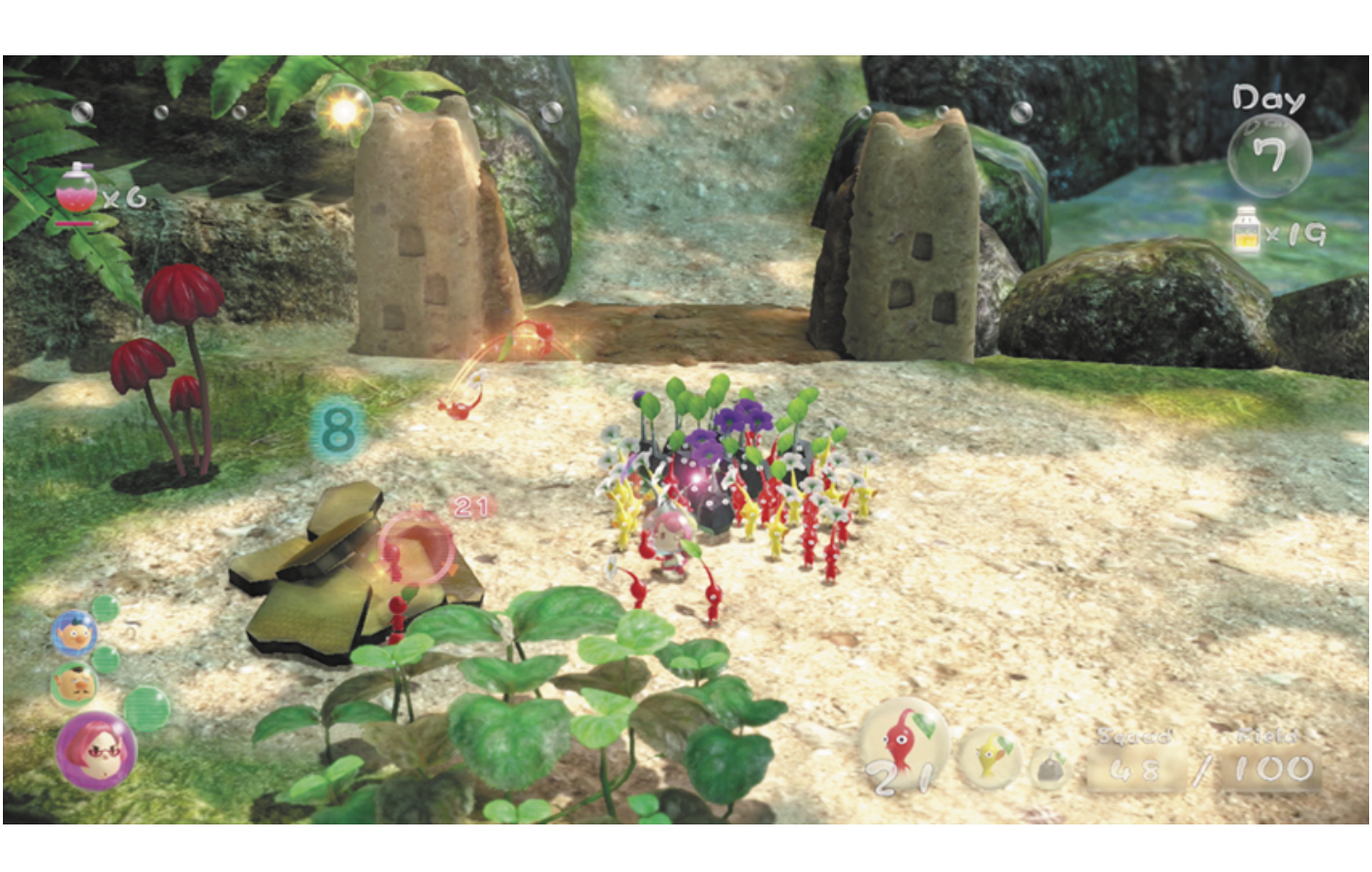
⑥ Move along the enclosure's north edge, then throw one crew member and all of your Pikmin onto the raised path. Grab the Data File from the nearby water, then head back down to your stranded crew member.



⑦ Pair up the two crew members that are unable to follow the squad, then use the "Go Here" command to send them back to the landing site. Once they're en route, switch crew members and round up your main squad.



⑧ The Metal Suit Z upgrade for your space suit is on a ledge near your main squad. Throw 10 Pikmin up to this piece of special equipment and allow them to carry it back to the ship. As they do, follow the path west.

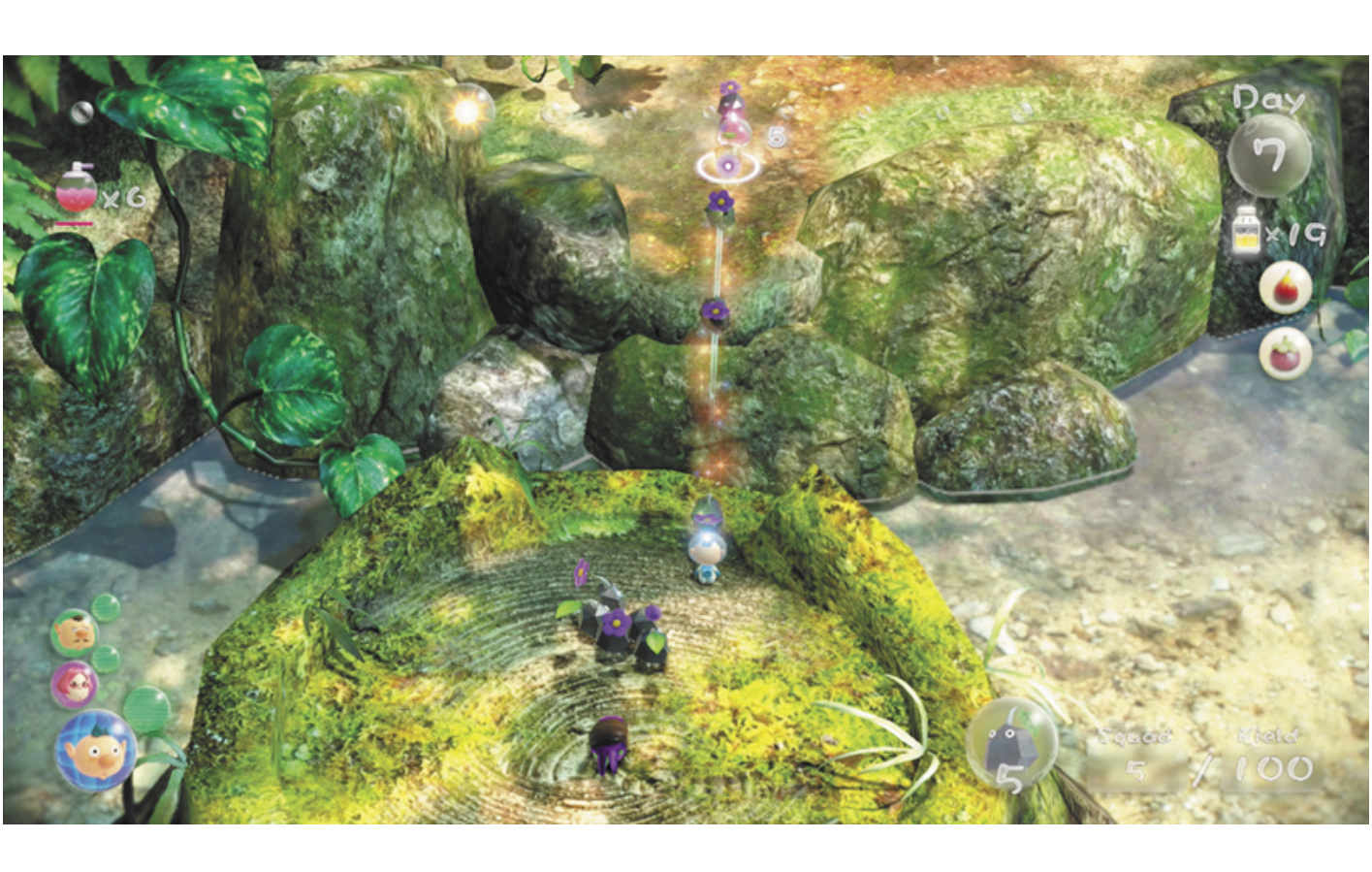


⑨ Drop down to the area at the end of the path, then have all of your Pikmin charge the Dirt Wall. When the obstacle is destroyed, round up your squad and toss eight Pikmin into the nearby Fragments. Lead the rest of your Pikmin through the newly crumbled Dirt Wall to the west.

⑩ Defeat the Swooping Snitchbug at the top of the hill, then toss 10 Pikmin into the Fragments along the path's south side. Have the rest of your Pikmin charge the nearby Dapper Blob (mangosteen). By now, the bridge is nearly complete and the other crew members should be waiting at the landing site.

Switch crew members and round up all of the Pikmin that have returned to the landing site. Lead the squad south and use the now-completed bridge to cross the water. Grab the idle Pikmin waiting by the first Fragment pile, then rejoin your main squad at the top of the hill.

⑪ Assign Pikmin to transport the defeated Swooping Snitchbug and the nearby 10 Pellet. Move to the west end of the path and face the stump surrounded by water. Throw two crew members and at least 10 Pikmin over to the stump. There's a Male Sheargrub hiding near the center of the stump. When it appears, try to ensure that at least one Pikmin lands on it.

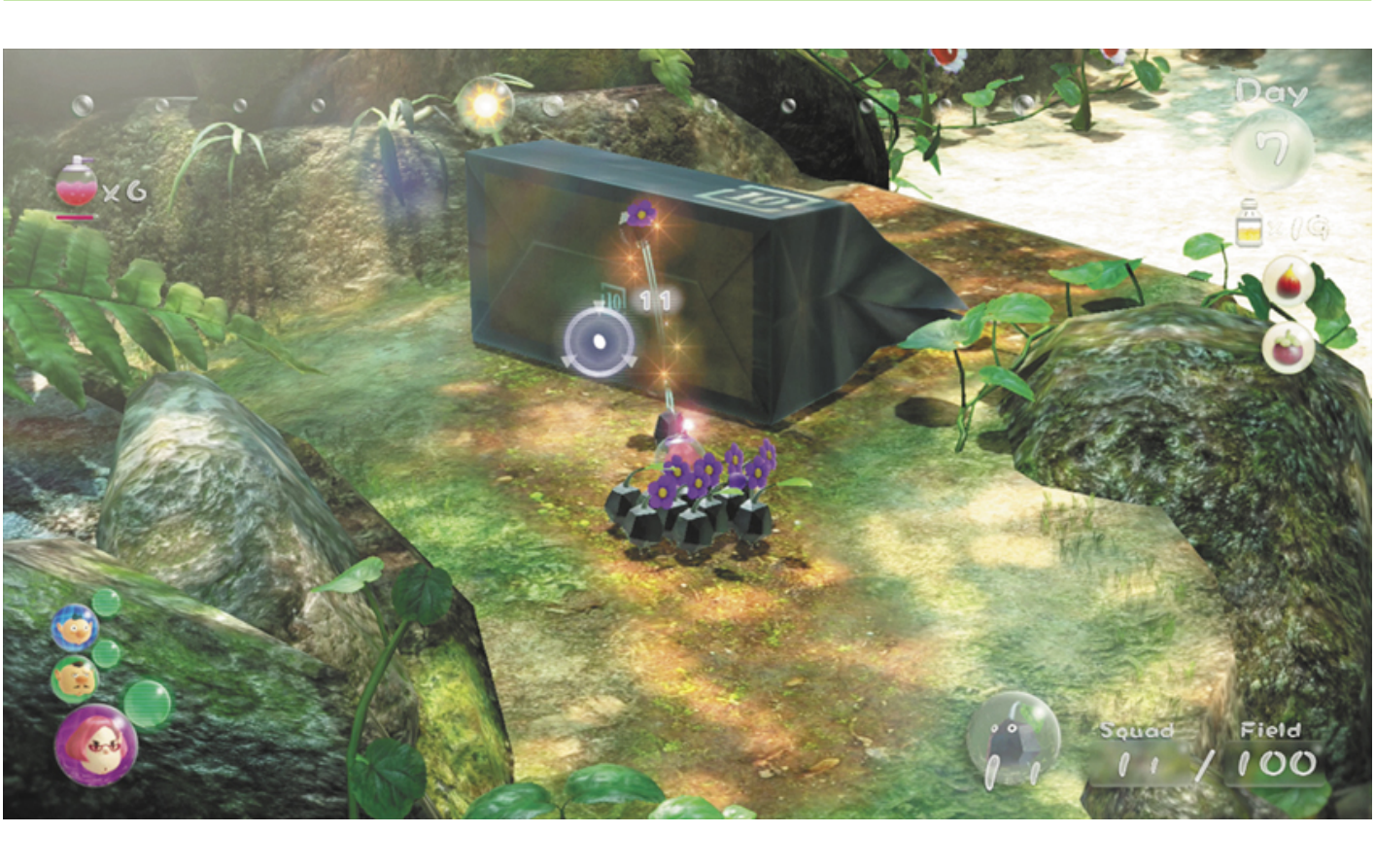


⑫ Switch crew members and create a secondary squad on the stump. Toss one crew member and all of your Pikmin across to the next ledge.

⑬ Drop down into the water and walk back to the landing site. As you do, watch out for the Hermit Crawmad hiding at the water's edge. Run past the enemy, gather the idle Pikmin at the landing site, and put them to work on the Dirt Wall near the Hermit Crawmad—just make sure you keep your distance from the enemy as you move into place.

**Tip**

As you move onto other tasks, listen for the chime indicating the Pikmin have destroyed the Dirt Wall. When you hear it, switch back to the nearby crew member, collect the idle Pikmin, and back away from the Dirt Wall to ensure the patrolling Whiptongue Bulborb doesn't notice them.



⑭ Switch to the crew member you threw from the stump and gather the surrounding Pikmin. Follow the path to find a Paper Bag, then use your small squad to push it off the ledge. When the makeshift ramp is in place, recall your Pikmin and stay put until the Whiptongue Bulborb is cleared from the area.

⑮ Switch to your main squad and move back toward the landing site. Regroup with the squad waiting near the Dirt Wall, then head in and deal with the Whiptongue Bulborb. You're not likely to surprise this creature—just lock-on, throw a few Pikmin to distract the Whiptongue Bulborb while you flank it, then send your entire army charging in.

When it's safe, assign at least 10 Yellow Pikmin to dig up the nearby Pocked Airhead (dekopon). Have your preferred variety of Pikmin transport the defeated enemy, then search the surrounding area.

Locate the gravel-filled passage just north of the Paper Bag, then assign at least five Pikmin to dig through to the other side. Take the rest of the main squad and follow the path north to find a Dirt Mound.

⑯ Throw a group of Pikmin into the Dirt Mound. As they unearth the buried Bomb Rocks, switch crew members. Take the smaller squad down the Paper Bag and wait for the Pikmin to finish clearing out the gravel-filled passage. When they're done, gather the Pikmin at the far end of the passage, then rejoin the main squad at the Dirt Mound.

The Dirt Mound at the landing site only yields two Bomb Rocks. Throw both Bomb Rock-carrying Pikmin at the nearby Reinforced Wall and stay clear of the explosion. The damage is significant, but you'll need one more Bomb Rock to destroy the obstacle. You'll want plenty of Red Pikmin in your squad at this point. If needed, head to the landing site and gather your idle Pikmin.

**Note**

If you failed to properly use either (or both) of the Bomb Rocks, don't worry—the next Dirt Mound will provide enough Bombs to complete the job.

⑰ Use the bridge south of the landing site to cross the water, then turn left and follow the path north until you reach another Dirt Mound. Toss a few Pikmin into the opening and allow them to dig for more Bomb Rocks. While they work, continue along the path to find some Pyroclasmic Slooches.

**Tip**

If you encounter the Swarming Sheargrubs that patrol the length of the path, feel free to attack them. The pests will flee rather quickly, however, so make sure you recall your Pikmin before they run out of range.

⑱ Use your Red Pikmin to clear out the Pyroclasmic Slooches patrolling the path's hairpin turn, then take a moment to search for nearby objects.

Look for the Lesser Mock Bottom (plum) near the Spotcaps on the along the path's outer edge. Assign Pikmin to transport the plum, the defeated enemies, and the 10 Pellet in the large Pellet Posy.

Turn around and head back toward the Dirt Mound. As you do, look for the Nectar Eggs just off the path. If you have any immature Pikmin left in your squad, attack the Nectar Eggs and take advantage of the contents. Grab the nearby Data File, then return to the Dirt Mound and gather your idle Pikmin.

Lead your squad back to the landing site and use the Bomb Rock-carrying Pikmin to destroy the Reinforced Wall. Use the remaining time to gather idle Pikmin and assign additional Pikmin to any objects still being transported. You'll return to this area on the next day, so feel free to leave any sprouts to mature overnight.

**Progress Report: Day 7**

Aside from some basic exploration and preparation, you should have completed the following tasks by the end of Day 7:

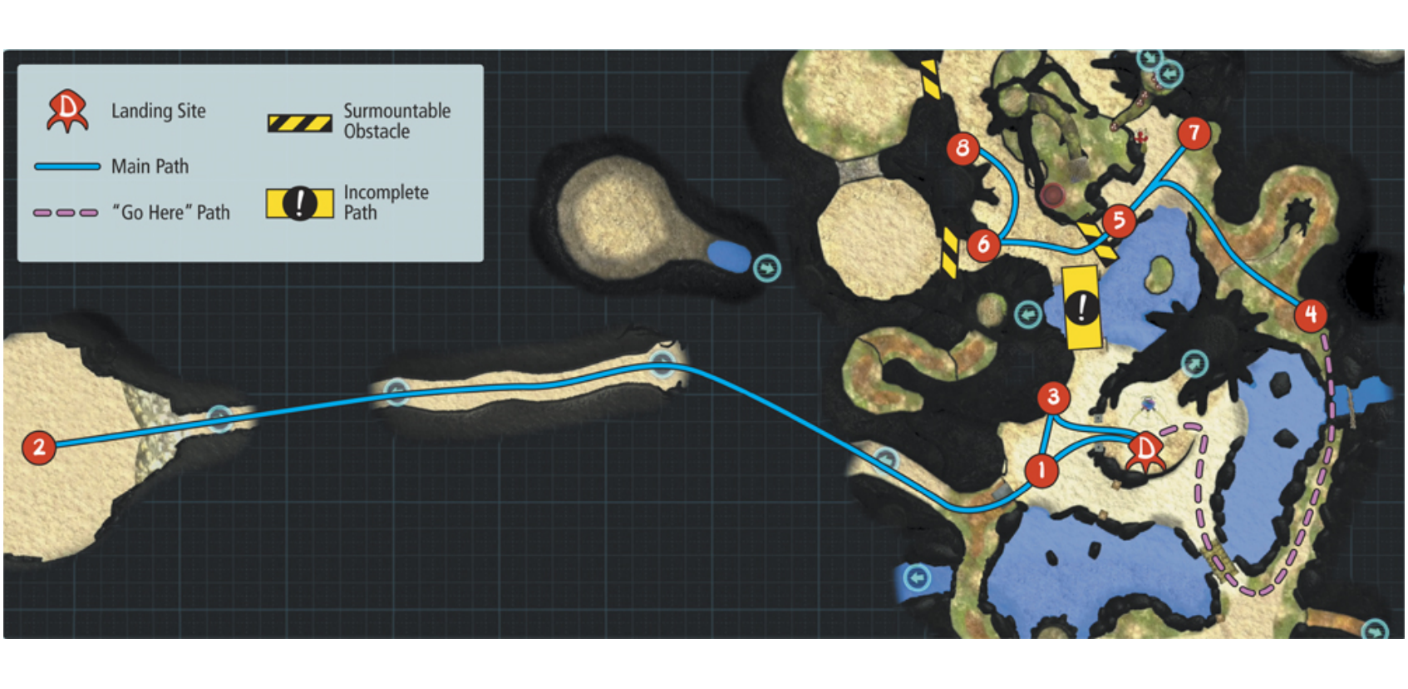
- Collect a Delectable Bouquet.
- Collect the Metal Suit Z upgrade.
- Collect a Dapper Blob.
- Collect a Pocked Airhead.
- Collect a Lesser Mock Bottom.
- Destroy the Reinforced Wall near the landing site.

If you left any of these tasks unfinished, remember to complete them on the following day.

Return to the Tropical Wilds when you're ready to begin Day 8.

Day 8 - Tropical Wilds

# Day 8 - Tropical Wilds



Map: Tropical Wilds

Remaining Juice: 24 canisters

Objectives: Locate and secure the source of the latest signal, then open new paths and collect more fruit.

The work you did on the previous day has opened the path to the latest signal. There's sure to be another dangerous enemy lurking near the source, but you've cultivated plenty of Pikmin, and the extra day you spent in the Distant Tundra gave you plenty of time to gather more Ultra-Spicy Berries. Track down the signal, then spend the rest of the day exploring the area.

1 When the day starts, call a full squad of Pikmin down from the Onion. Consider bringing 50 Red Pikmin and splitting the rest of the slots between the remaining varieties. With all three crew members on the team, lead the squad up the Paper Bag ramp southwest of the landing site and follow the path toward the signal.

## Note

This encounter can be completed very quickly if you bring at least five Bomb Rocks into the battle. However, because this walkthrough uses many of the available Bomb Rocks later in the day, the recommended strategy relies on Ultra-Spicy Spray.

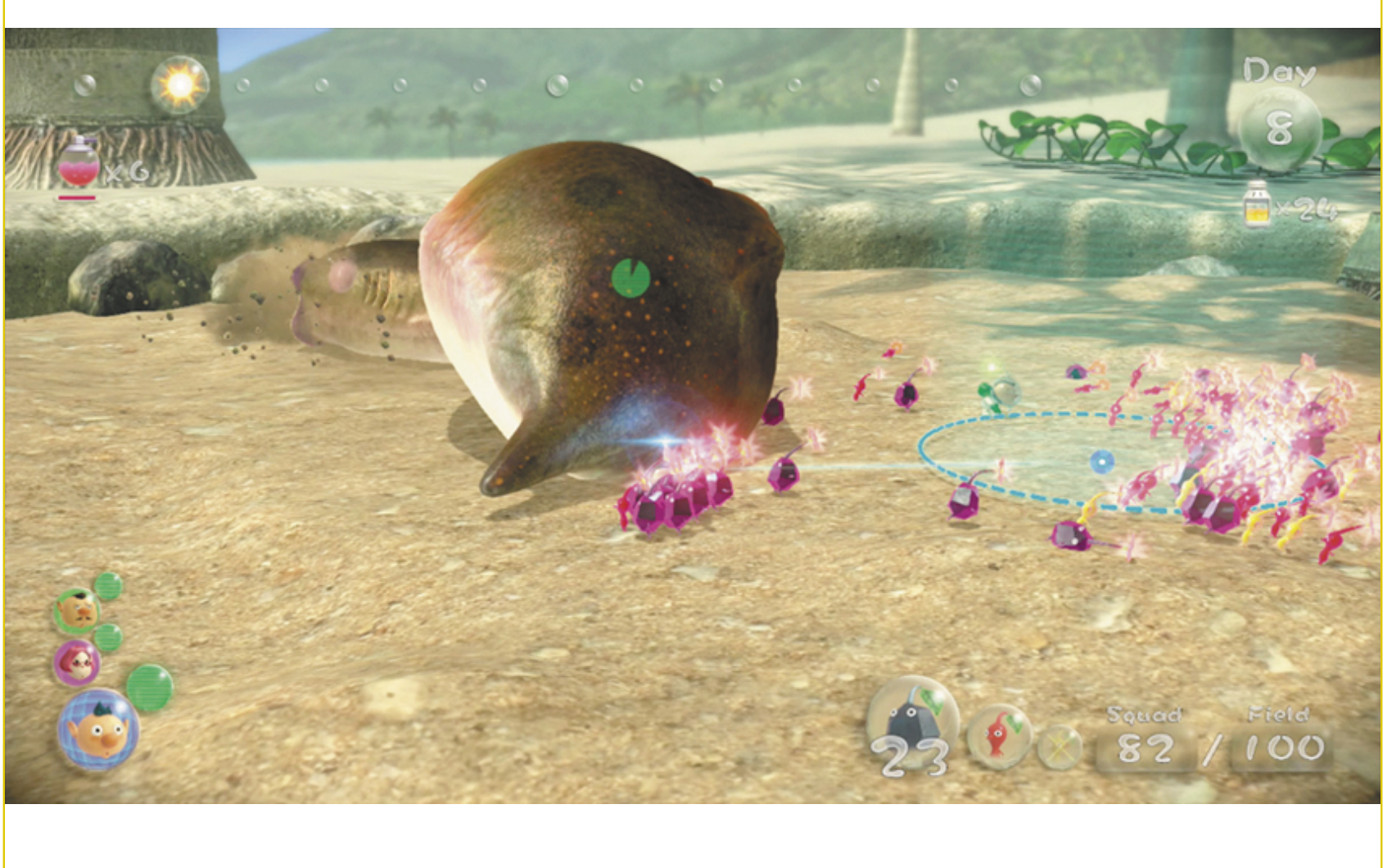
2 When you reach the enclosure, attempt to dig up the half-buried object in the center of the area. This triggers a short cinematic and begins another boss battle. When the cinematic ends, gather your Pikmin and defeat the Sandbelching Meerslug.

## Boss Batte: Sandbelching Meerslug

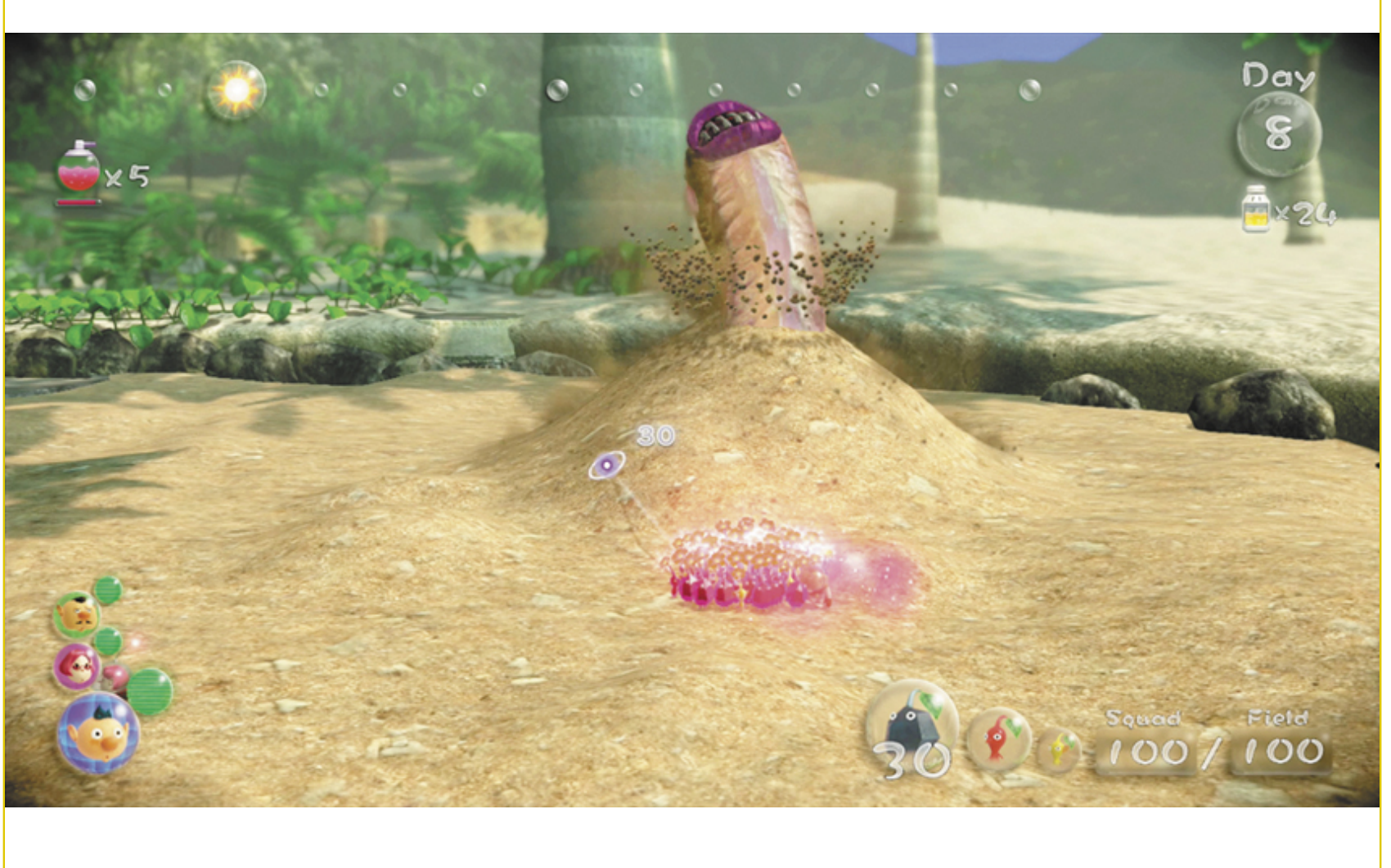
The Sandbelching Meerslug spends the bulk of its time hiding beneath the sand, so it's important to attack whenever the creature is vulnerable. This enemy has two basic attacks: it can rise out of the ground to spit-launch sandy projectiles, or it can create a pit in the sand and swallow any Pikmin that slide down to its waiting jaws. To survive the encounter, you must quickly identify which attack is being initiated and respond appropriately.

The ripples in the sand make it easy to identify the creature's current location. Keep your distance and wait for the Sandbelching Meerslug to begin an attack. If a pit starts to form, run away and wait for the next attack. If any of your Pikmin fall into the pit, use the whistle to rescue them.

If the sand rises into a narrow peak, it means the Sandbelching Meerslug is about to emerge. Use a dose of Ultra-Spicy Spray, then run in to attack. If you react quickly, you shouldn't have any trouble slipping under the creature's projectiles. When you're close enough, lock onto the Sandbelching Meerslug and send all of your Pikmin charging in.

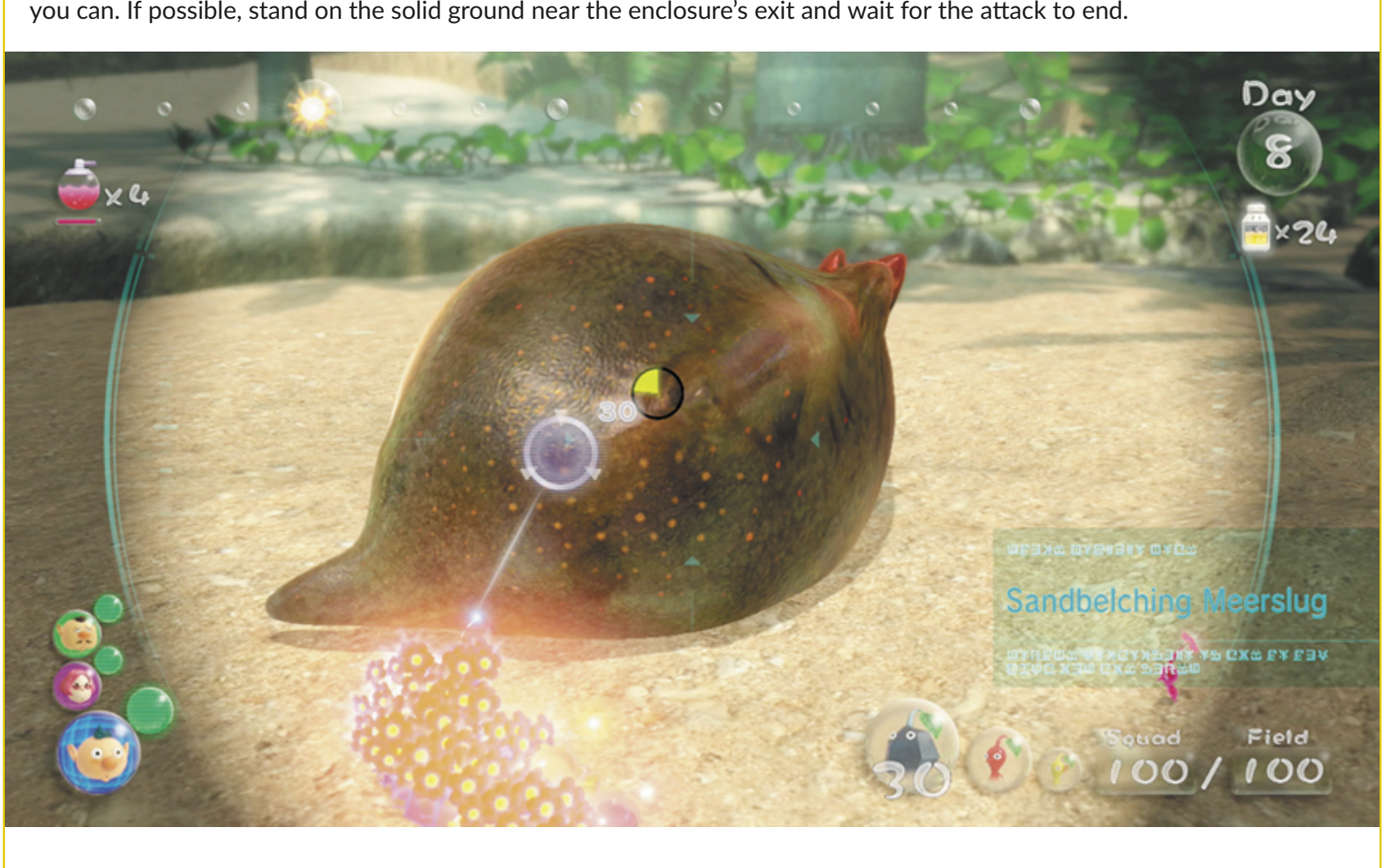


The charge should be enough to pop the Sandbelching Meerslug clear out of the ground, knocking your entire squad to the ground in the process. Quickly gather your Pikmin, then attack the temporarily incapacitated creature with another charge. With your entire squad affected by Ultra-Spicy Spray, you should be able to take at least 25 percent of the creature's health.



Attack until the Sandbelching Meerslug dives back underground. If any Pikmin were struck by a projectile, use all three crew members to pluck them from the sand. When the creature stops moving through the area, identify the next attack and react accordingly: avoid any pits the creature creates and charge the creature each time it emerges from the sand. To ensure the battle ends as quickly as possible, reapply Ultra-Spicy Spray as needed.

When the Sandbelching Meerslug's health drops below 50 percent, it begins creating much more dangerous pits. Some pits are so large they fill almost the entire area, while other pits have such sudden drops, there's no way for your Pikmin to escape. When the creature dives underground and begins circling the area, get to the edge of the enclosure as quickly as you can. If possible, stand on the solid ground near the enclosure's exit and wait for the attack to end.



With these upgraded pit attacks, it's much more important to keep your distance from the Sandbelching Meerslug. That said, there's no reason to change tactics. Avoid the pits and charge in to attack each time the creature emerges. If you react to each attack and use plenty of Ultra-Spicy Spray, you should be able to defeat the Sandbelching Meerslug within the first quarter of the day.

## Alternate Method

If you opt to use Bomb Rocks during this battle, you can easily counter the Sandbelching Meerslug's pit attacks. Each time a pit appears, throw a Bomb Rock into the creature's mouth. When the Sandbelching Meerslug swallows the Bomb Rock, the explosion causes the creature to fly out of the ground. When the creature lands, gather your squad and attack the Sandbelching Meerslug until it recovers.

When you bring Bomb Rocks into this battle, you must be very careful to avoid accidental detonations. If the Pikmin carrying the Bomb Rocks are knocked to the ground, the resulting explosions can wipe out the bulk of your squad.

Even without Bomb Rocks, it's possible to counter the Sandbelching Meerslug's pit attacks. When a pit appears, simply run into the trap, gather your Pikmin, and have the entire squad charge the creature's mouth. This tactic is a bit risky, however. If your Pikmin don't do enough damage to knock the Sandbelching Meerslug into the air, you'll lose a good chunk of your squad when the creature's jaws snap shut.

When you defeat the Sandbelching Meerslug, it spits out the Folded Data Glutton (flip phone) and a Crimson Banquet (watermelon) that breaks into several chunks. As you assign Pikmin to carry each item, keep at least two Yellow Pikmin in your squad.

As the objects are being carried back to the landing site, look for the two Dirt Mounds on the ledge surrounding the enclosure. Toss a Yellow Pikmin into each of the Dirt Mounds and collect the Data Files they toss down to the sand. When you're ready, gather any idle Pikmin and leave the enclosure.

3 Move to the Dirt Mound just west of the landing site and assign a couple of Pikmin to unearth the buried Bomb Rocks. Leave one crew member to wait for them as they work, then gather any idle Pikmin waiting at the landing site.

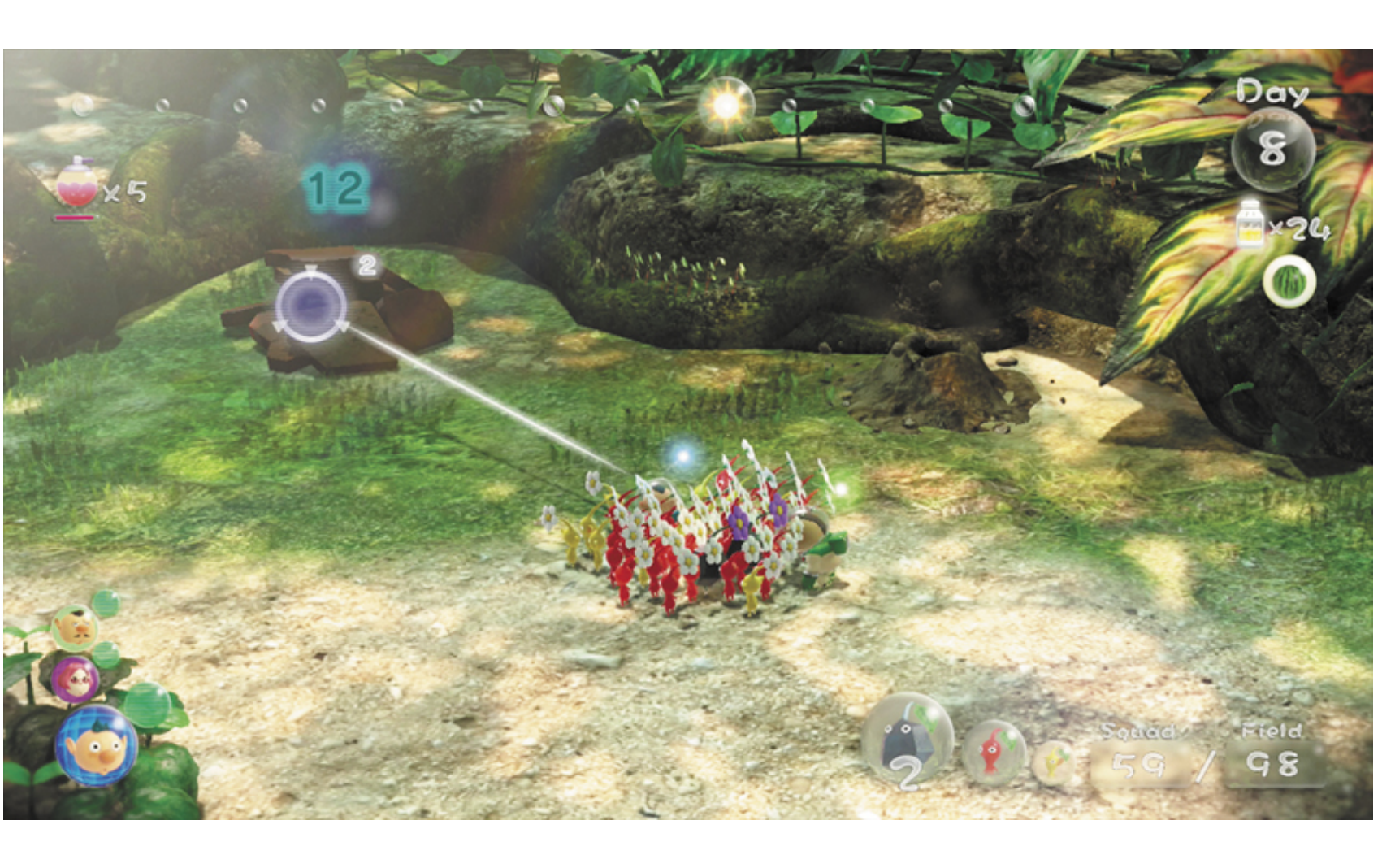
Many of your Pikmin should still be carrying items to the landing site. Leave one crew member by the ship to wait for returning Pikmin, then use the available squad to collect more Bomb Rocks.

4 Use the "Go Here" command to plot a route across the bridge to the south and up to the Dirt Mound you discovered on the previous day. As the main squad follows your command, use the remaining crew members to monitor the tasks still being completed. As each task is finished, gather the idle Pikmin and use the "Go Here" command to rendezvous with the main squad.

When your main squad reaches their location, assign several Pikmin to dig in the Dirt Mound. While you wait for the other crew members to arrive, use the time to smash the nearby Nectar Eggs and check the area for Swarming Sheargrubs.

5 By the time all crew members have reached the "Go Here" destination, your Pikmin should have recovered all of the Bomb Rocks from the second Dirt Mound. Reform into a single large squad, and use three of the Bomb Rocks to destroy the Reinforced Wall near the Dawn Pustules (green grapes) just past the path's hairpin turn.

6 After the explosion, head through the remains of the Reinforced Wall and use the remaining Bomb Rocks to defeat the Orange Bulborb sleeping near the Electric Gate to the west. Toss the Bomb Rocks just in front of the creature, then run clear of the blast. If you fail to catch the Orange Bulborb in the explosion, flank the creature and send your Pikmin charging in. When it's safe, throw a crew member and 10 Rock Pikmin into the nearby Fragment pile.



7 Head back toward the hairpin turn and look for the Fragment pile near a Dirt Mound. Assign 10 Pikmin to the Fragment pile and send at least twice as many into the Dirt Mound. As your Pikmin dig, additional Fragments are tossed onto the pile.

Leave a crew member to wait near the Dirt Mound until the bridge is finished. Assign a few Pikmin to gather the nearby Ultra-Spicy Berries, then use rest of your squad to transport defeated enemies.

8 Switch to the crew member you left near the first Fragment pile and gather the idle Rock Pikmin. Use them to clear out the Skutterchucks to the north. At this point, the bridge should be nearly complete. Leave the enemies for now and take the Pikmin to rendezvous with the main squad.

When the bridge is complete, switch to the crew member you left at the Dirt Mound. Gather the idle Pikmin and rejoin the main squad. Take all of your remaining Pikmin back to the newly destroyed Reinforced Wall and have them collect the nearby Dawn Pustules (green grapes). With the new bridge in place, it's a very short trip back to the landing site. Use what's left of the day to collect defeated enemies and Ultra-Spicy Berries.

## Tip

Remember to gather any idle or working Pikmin before the day ends.

## Progress Report: Day 8

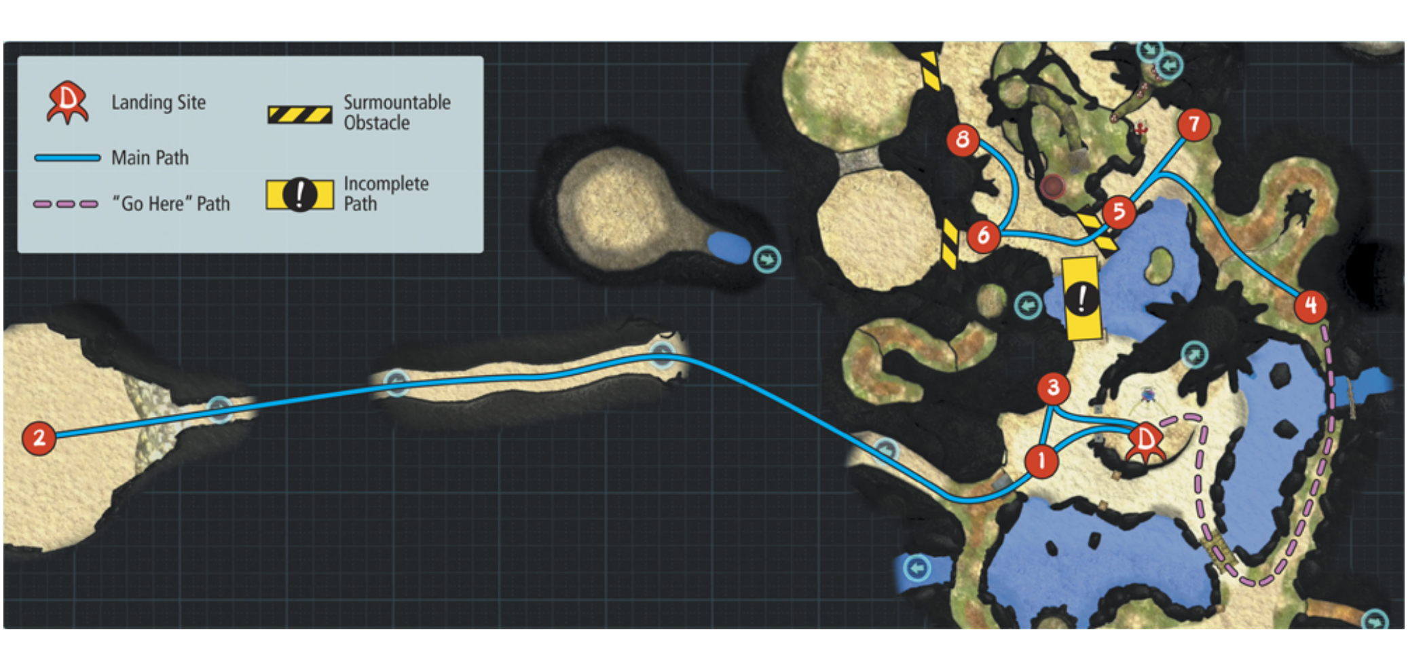
Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 8:

- Defeat the Sandbelching Meerslug.
- Collect the Folded Data Glutton.
- Collect an entire Crimson Banquet.
- Destroy the Reinforced Wall between two Fragment piles.
- Complete the bridge north of the landing site.
- Collect an entire bunch of Dawn Pustules.

If you left any of these tasks unfinished, make them your priority on the following day.

Return to the Tropical Wilds when you're ready to begin Day 9.

# Day 9 - Tropical Wilds

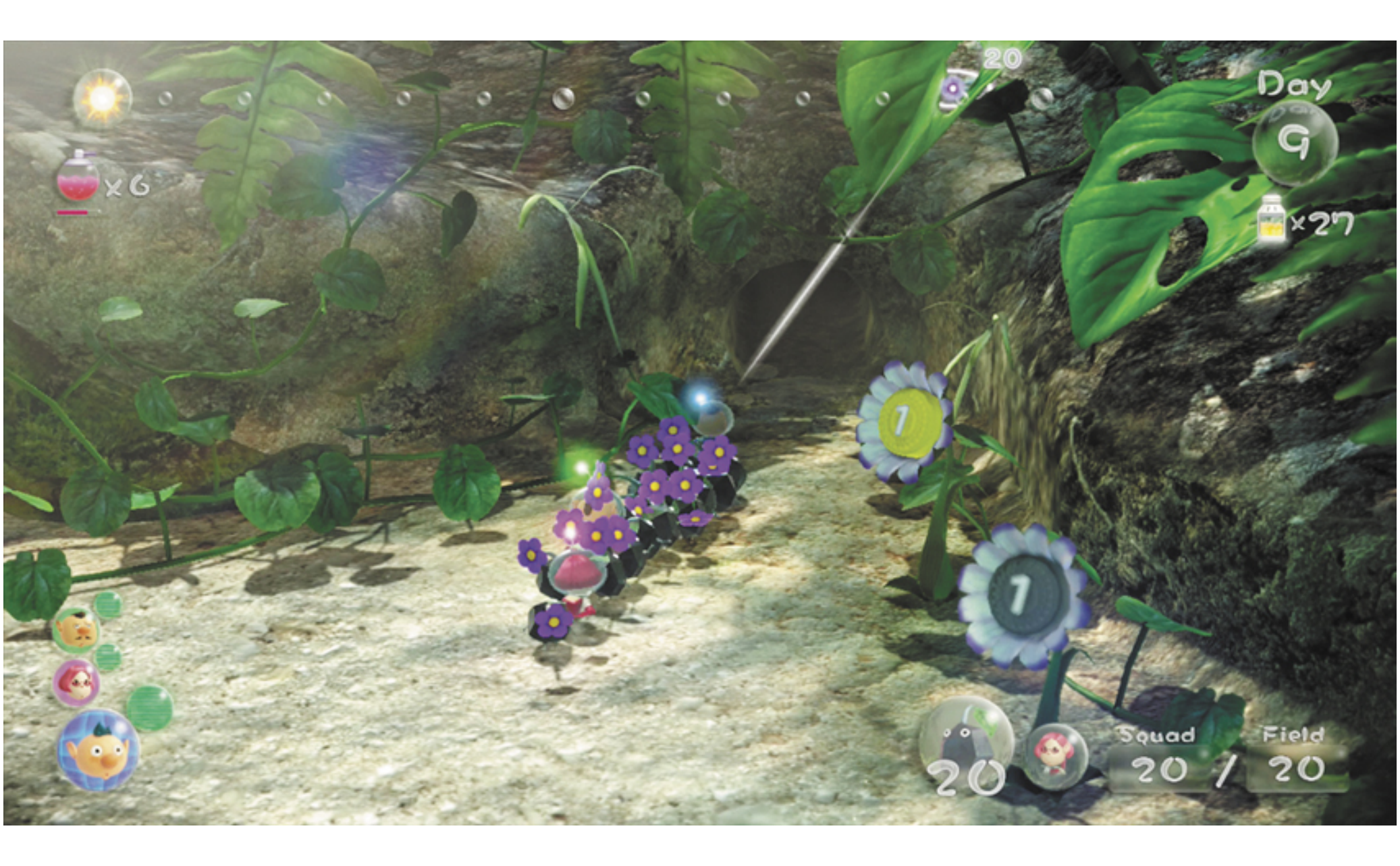


Map: Tropical Wilds

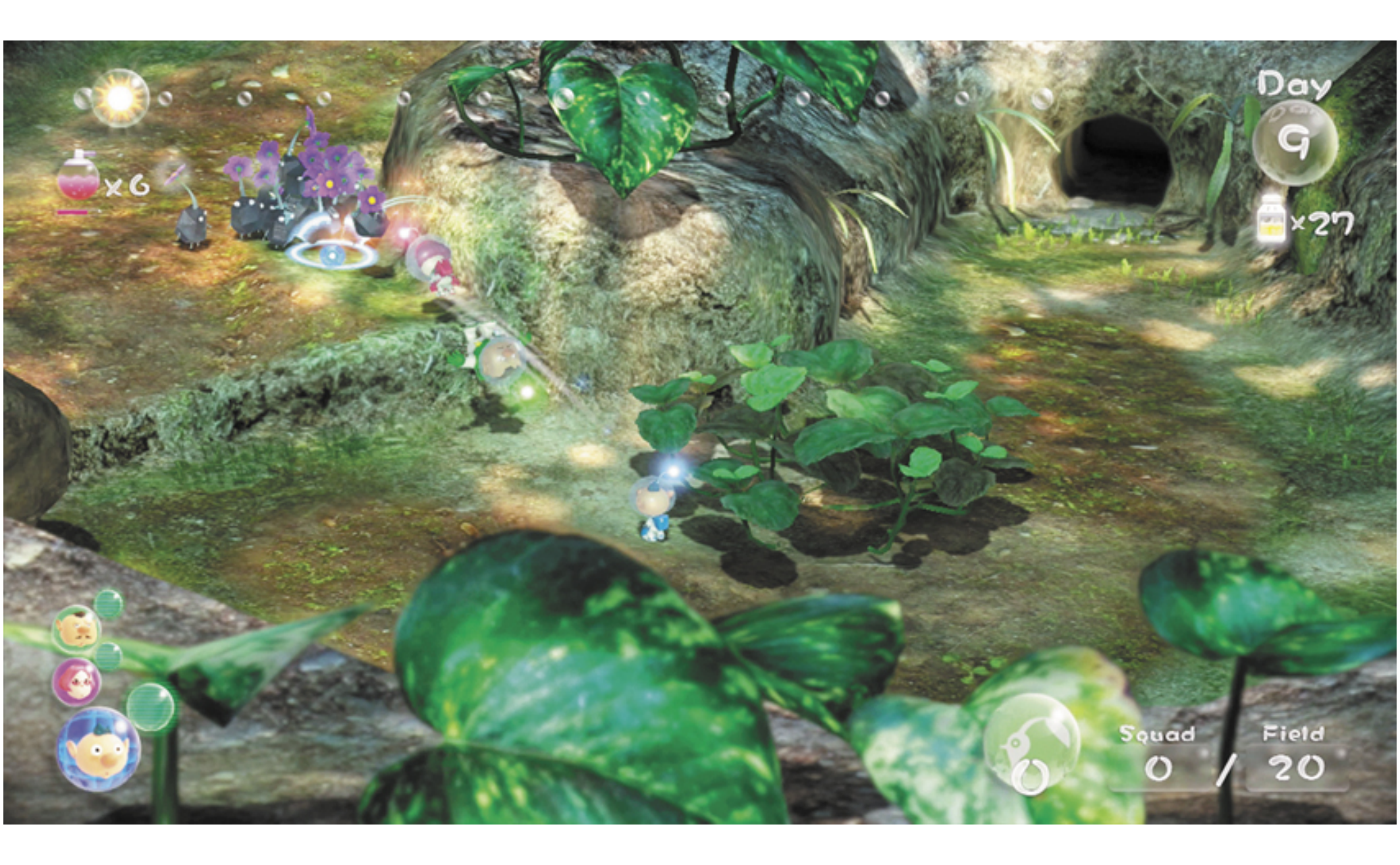
Remaining Juice: 27 canisters

Objectives: Search for more fruit and complete any unfinished tasks from the last two days.

The ship has picked up yet another signal, but there's still plenty to do in the Tropical Wilds. Before you move on, take an extra day to collect more fruit and complete any unfinished tasks.



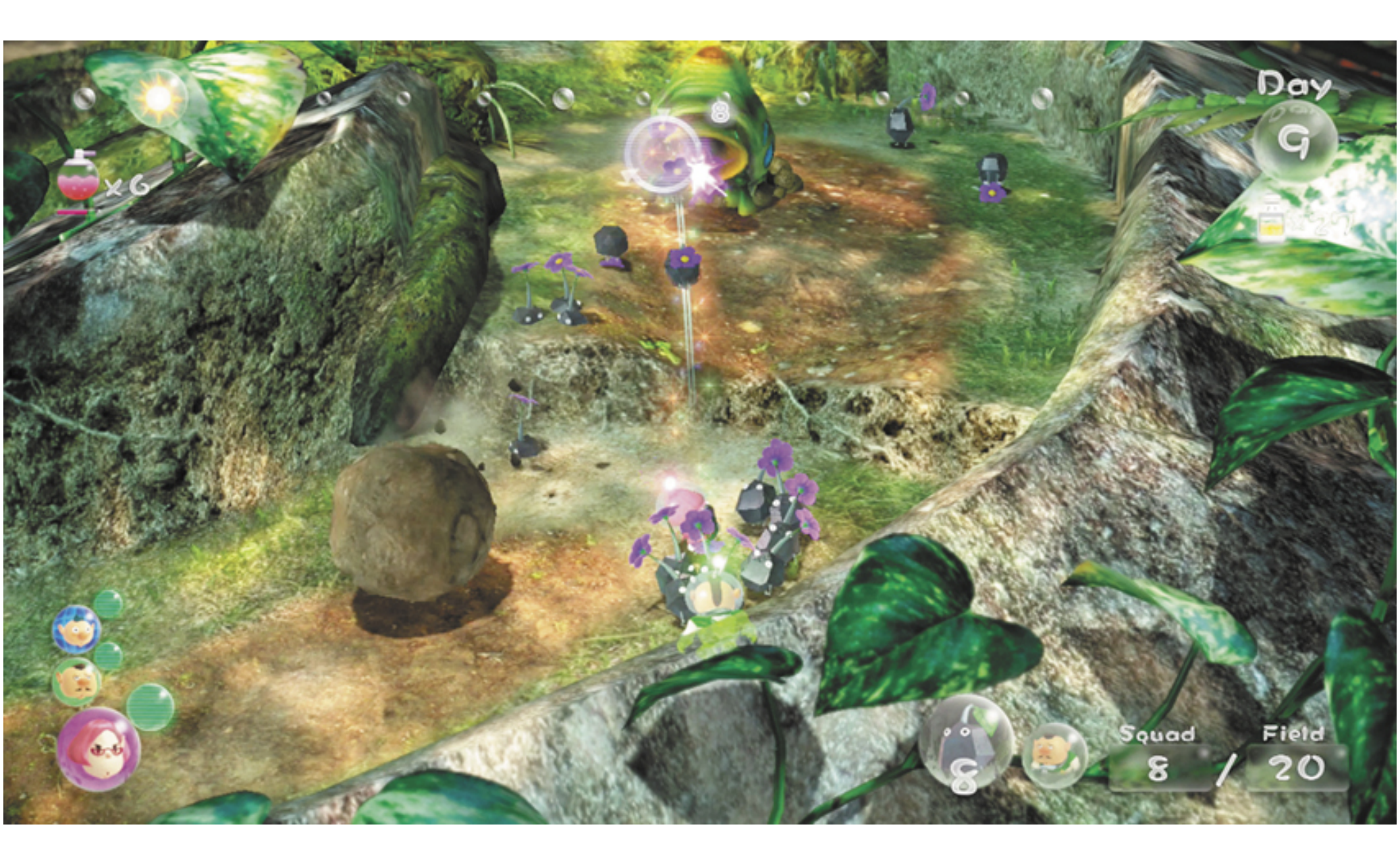
① When the day starts, gather a group of at least 20 Rock Pikmin and lead them to the narrow passage west of the landing site. If you neglected to clear the gravel from the passage on Day 7, do so now.



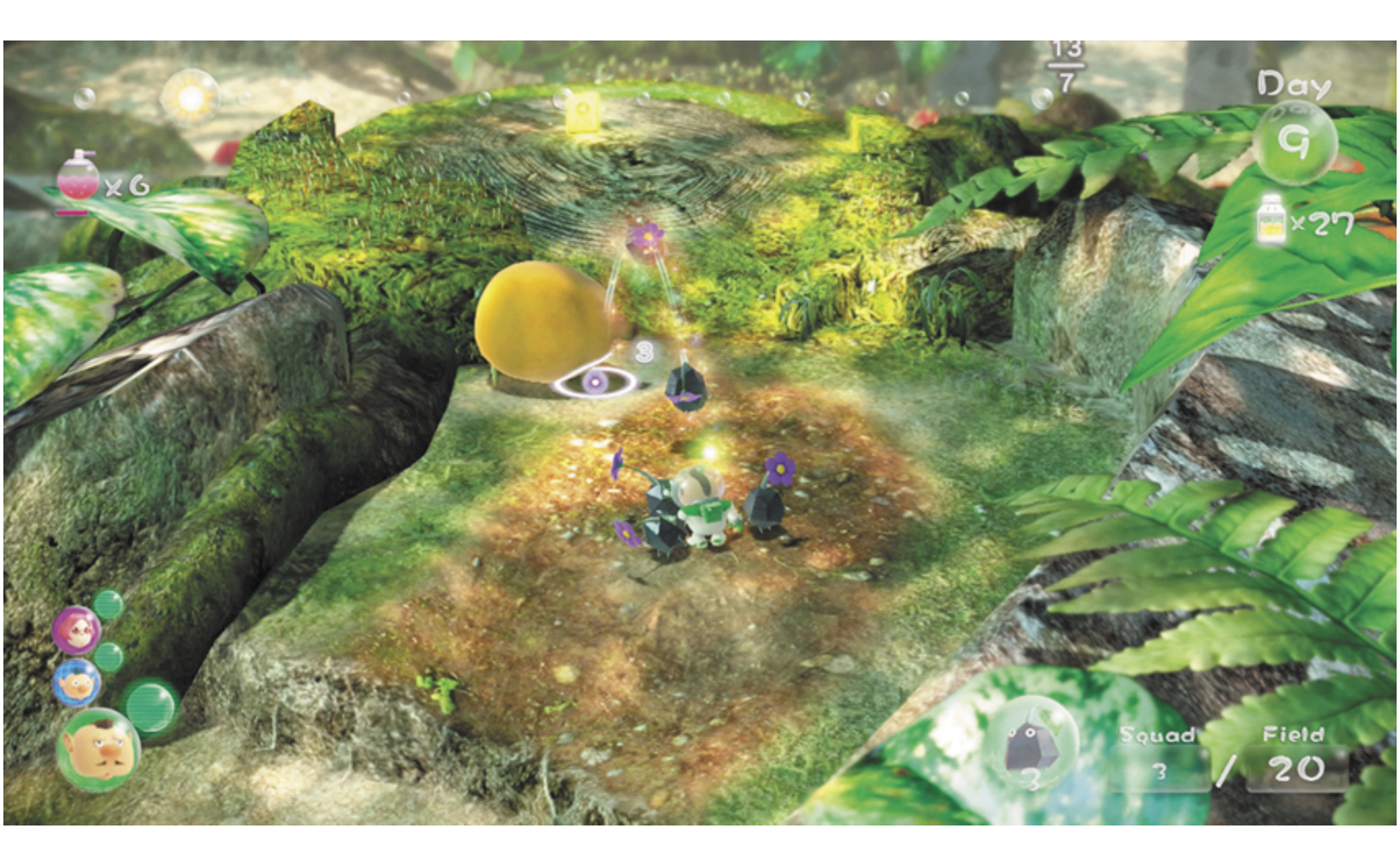
② Follow the path as it curves, then throw two crew members and all of the Rock Pikmin up to the ledge in front of you. An unseen Armored Cannon Larva is rolling boulders down the hill, so try to place the entire squad off of the well-worn strip that runs through the center of the path.

### Caution

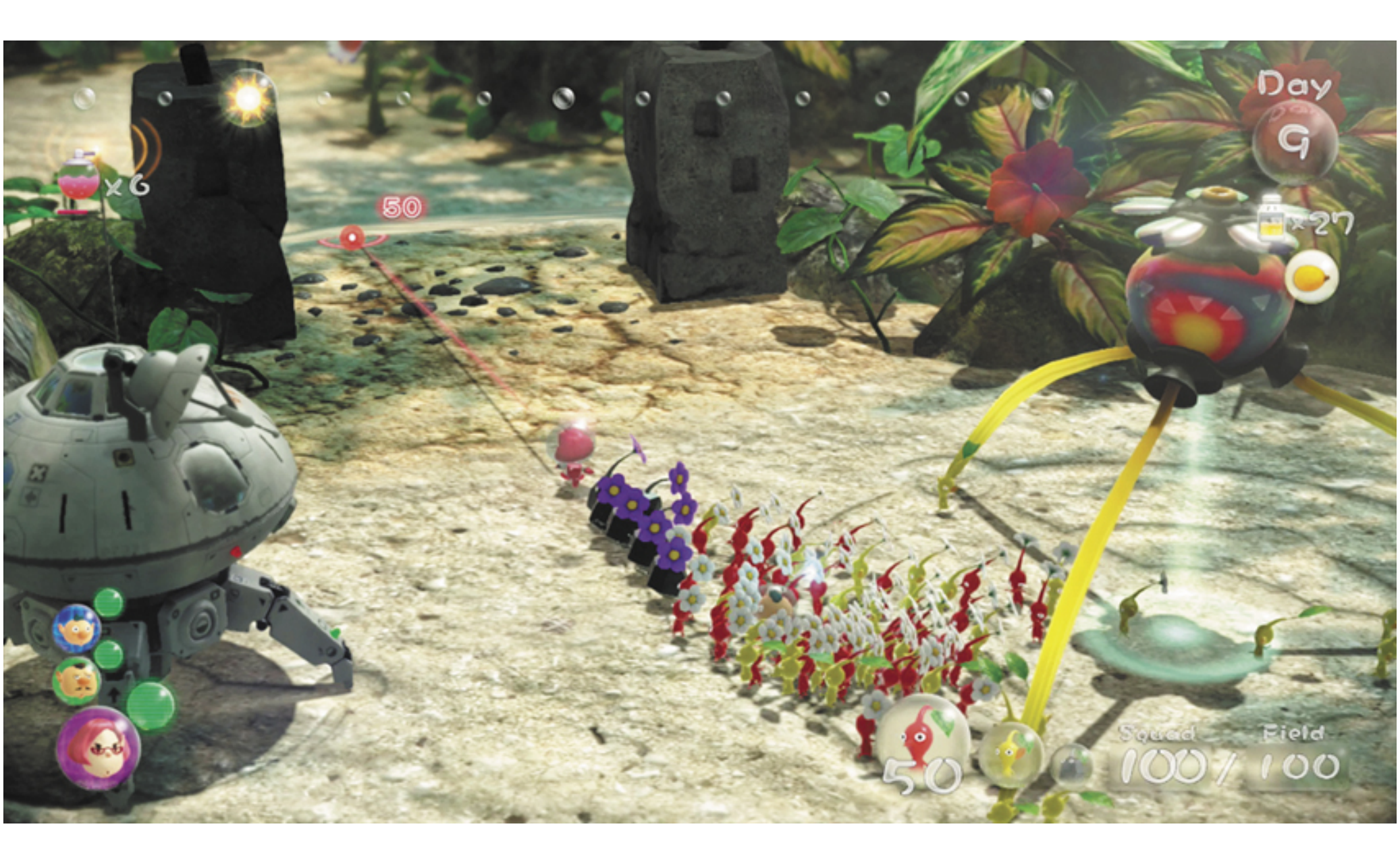
Rock Pikmin cannot be damaged by the Armored Cannon Larva's projectiles. However, a direct hit will knock them back and leave them temporarily incapacitated.



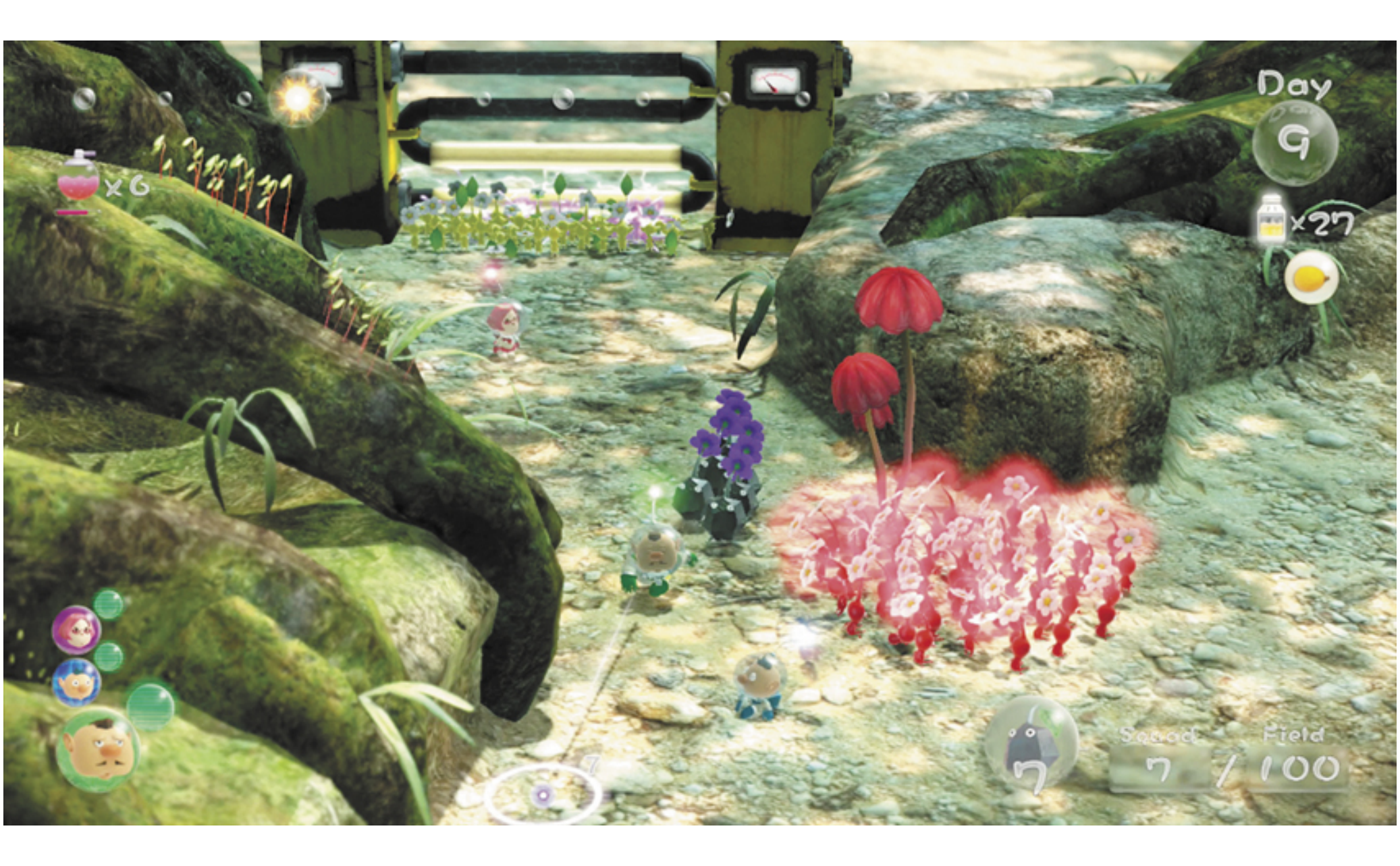
③ Switch crew members and reform the squad on the ledge. Continue along the path until you find the Armored Cannon Larva. Once you're in range, the enemy aims its attacks directly at you. Dodge each boulder as it's fired and use your Rock Pikmin to attack from a distance. Direct hits should account for the bulk of your attacks, but Pikmin that land near the enemy will continue to chip away at its health.



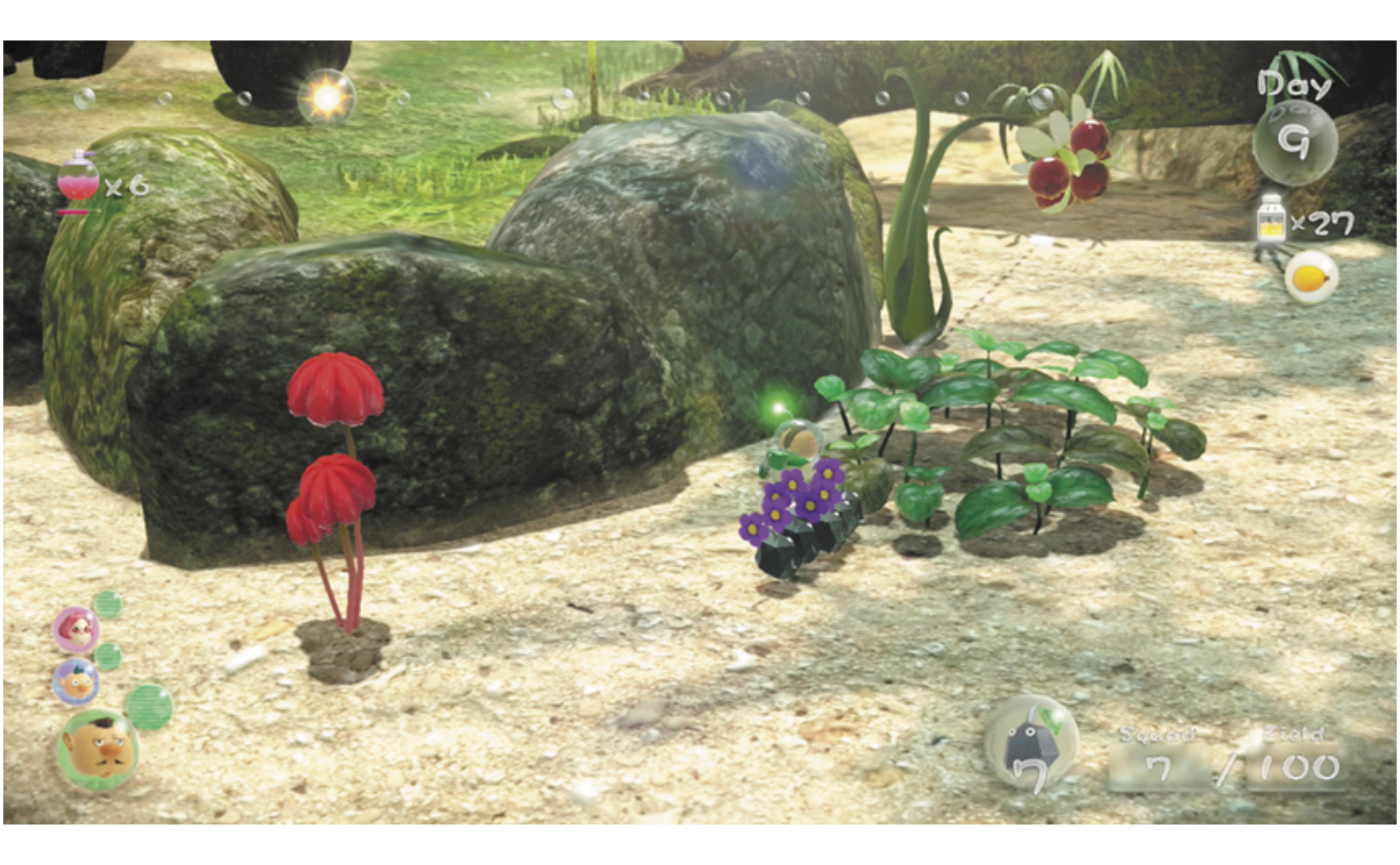
④ When you defeat the Armored Cannon Larva, it spits a Velvety Dreamdrop (loquat) onto the ground. Toss one crew member and whatever is left of your squad up to the fallen enemy. Switch crew members and assign Pikmin to carry both the enemy and the Velvety Dreamdrop back to the landing site. Collect the Data File from the nearby stump to trigger a short cinematic.



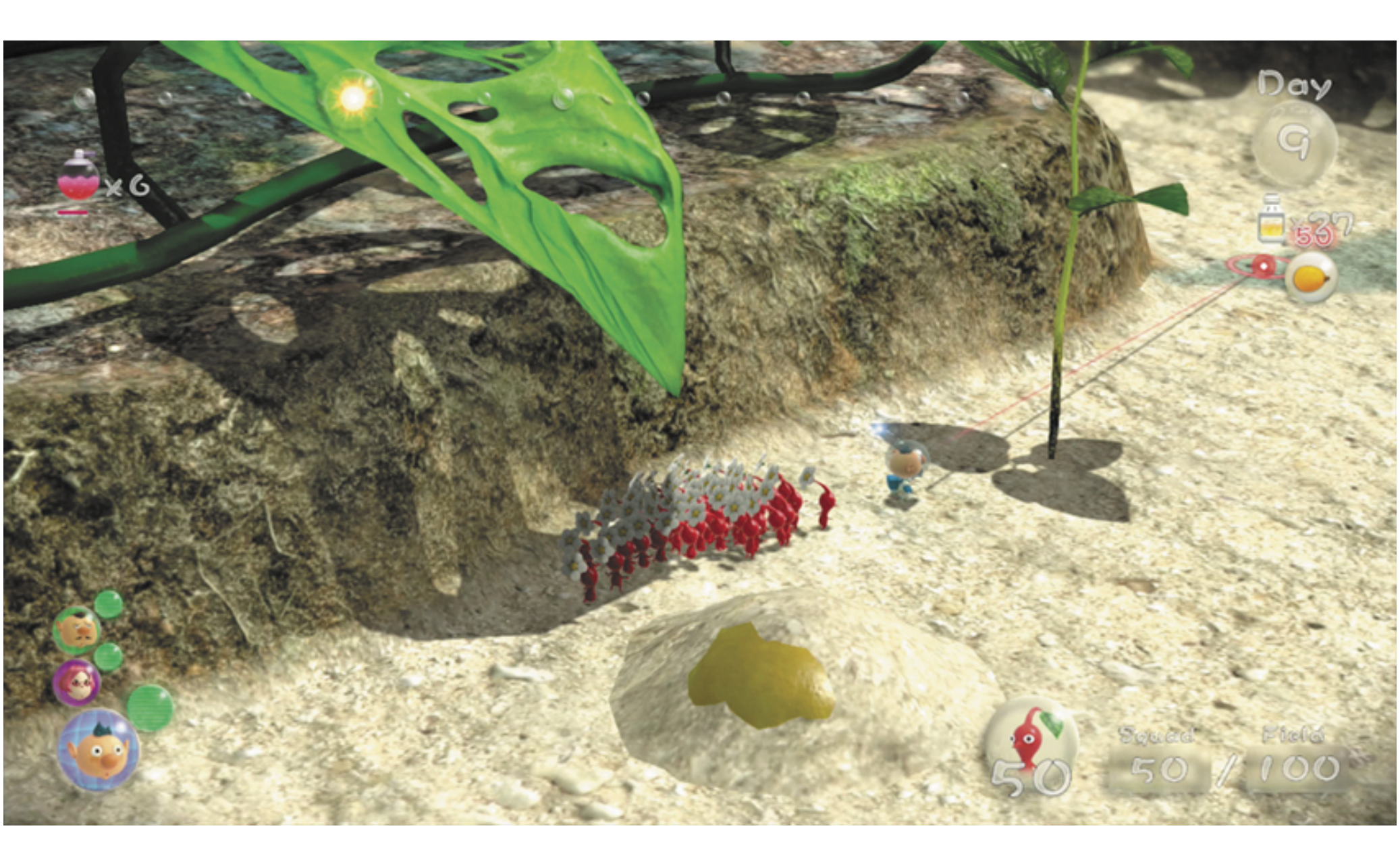
Switch to the crew member you left on the lower ledge, then head down and join up with the crew member at the bottom of the path. Take both crew members back to the landing site and adjust your main squad. As your Rock Pikmin complete their deliveries, send most of them back into the Onion. Call down new allies to form a squad of 50 Red Pikmin, 45 Yellow Pikmin, and 5 Rock Pikmin. Lead the squad across the bridge north of the landing site.



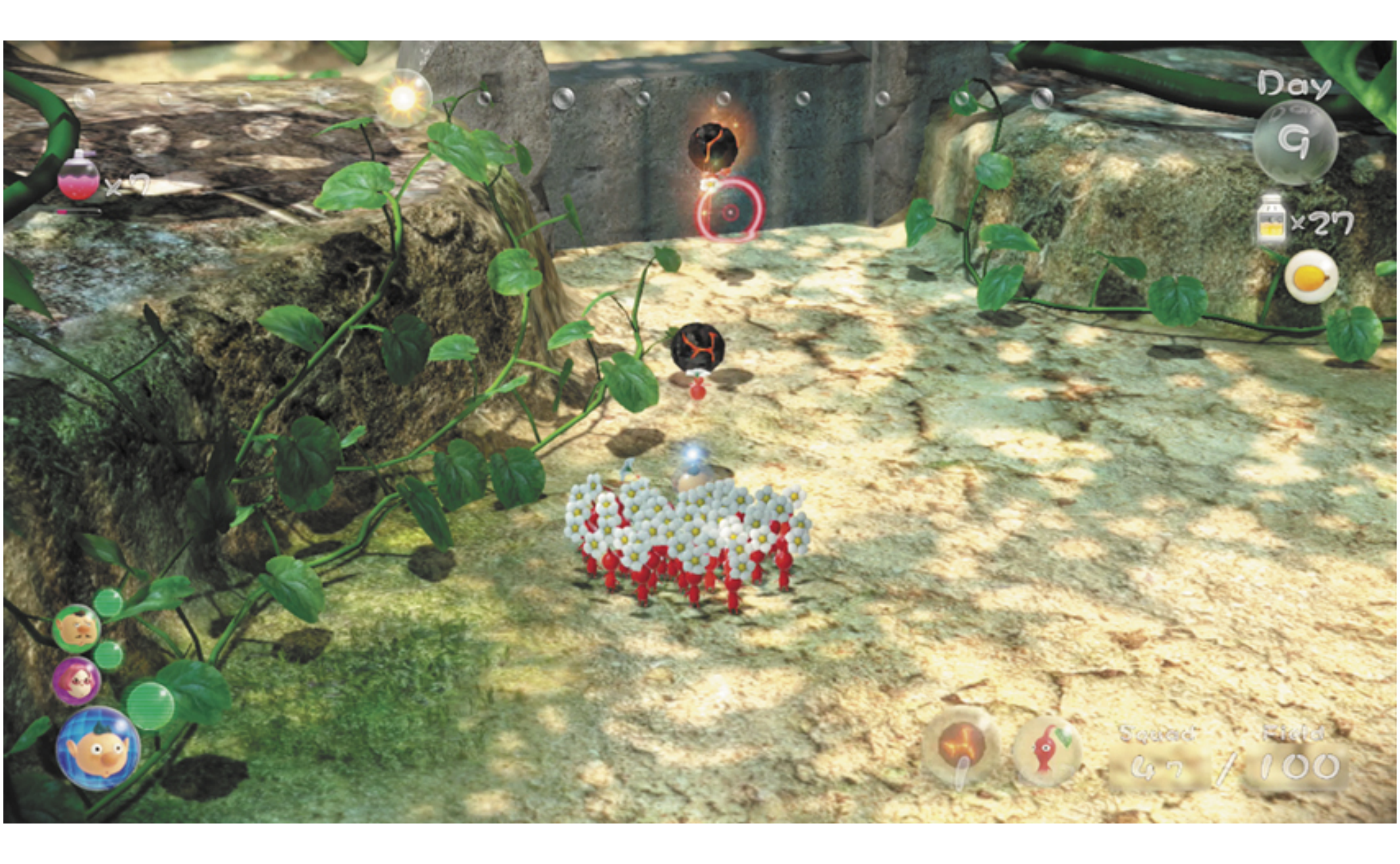
⑤ After you cross the bridge, switch crew members, then drop down from the stump and rejoin the main squad. Follow the path around the base of the stump until you spot the Electric Gate. Dismiss your squad, then call the Yellow Pikmin and have them charge the Electric Gate. While they work, switch crew members and call the Rock Pikmin to your side.



⑥ Lead the Rock Pikmin through the remains of the Reinforced Wall to the east. Use this small squad to collect the nearby Ultra-Spicy Berries for the rest of the day.



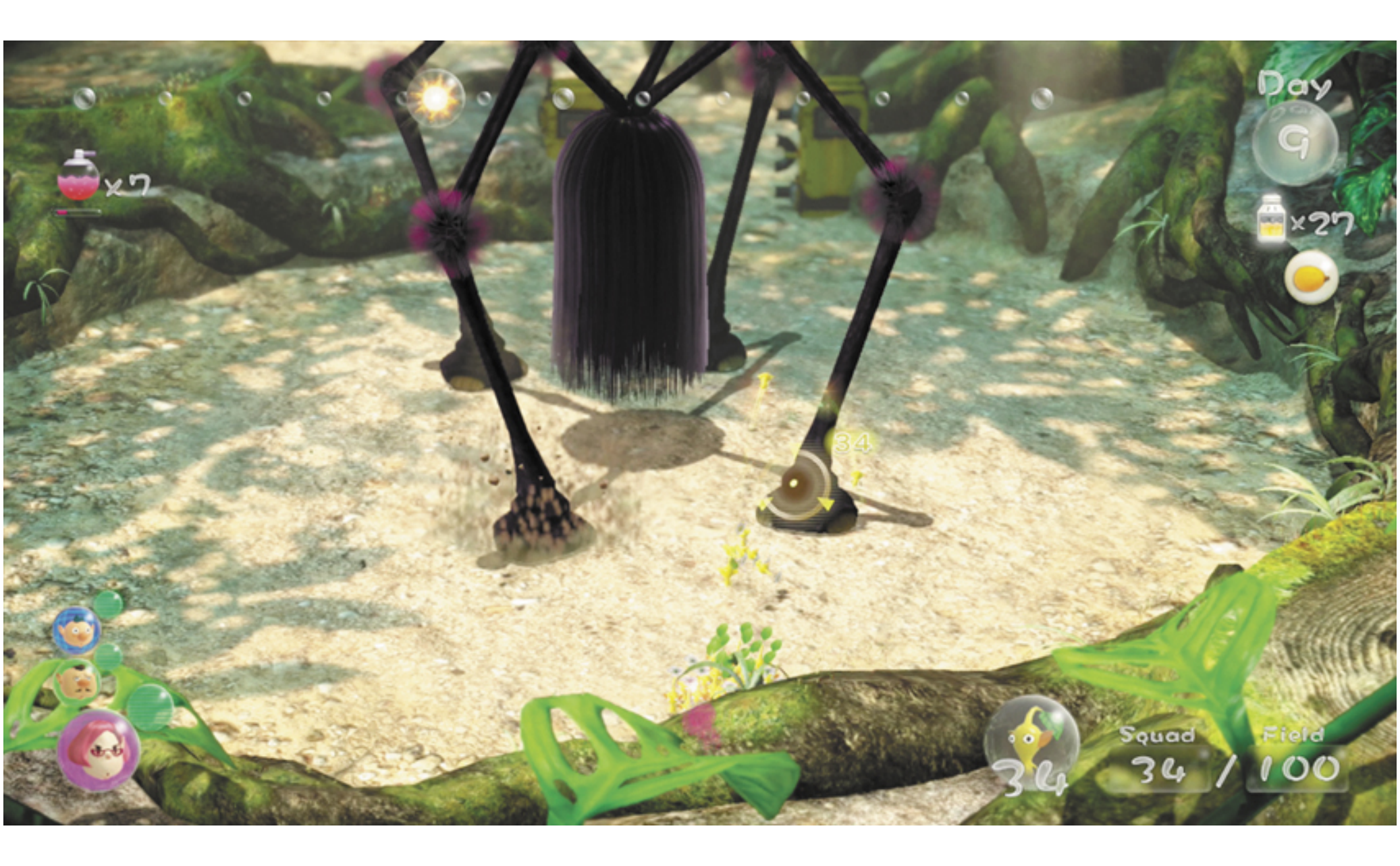
⑦ Switch to the remaining crew member and gather your Red Pikmin into a new squad. Lead the Red Pikmin to the north—you should have already cleared the Skutterchucks from the area, but you'll probably spot a Yellow Wollywog as you approach the water. Ignore the enemy and follow the path that curves to the west. You'll pass a buried Face Wrinkler (lemon) along the way—for now, leave this fruit and follow the path into the nearby enclosure.



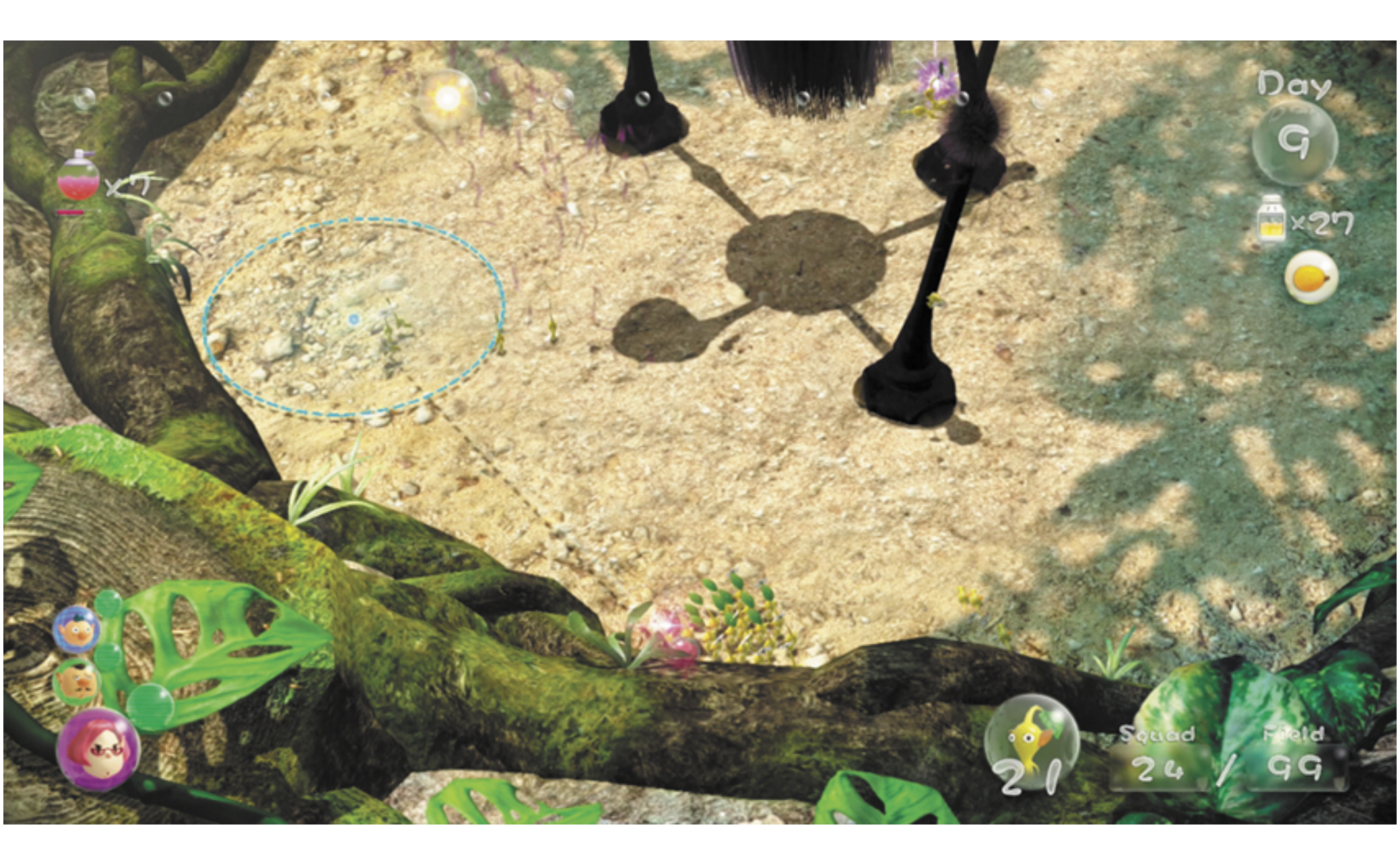
⑧ Send your entire squad into the Dirt Mound just inside the enclosure. After your Pikmin emerge, use all three of the Bomb Rocks they uncovered to destroy the Reinforced Wall to the east. After the explosion, attack the Nectar Eggs at the center of the enclosure. Allow any immature Pikmin to drink, and use your crew member to gather any Ultra-Spicy Nectar that might be revealed.

### Caution

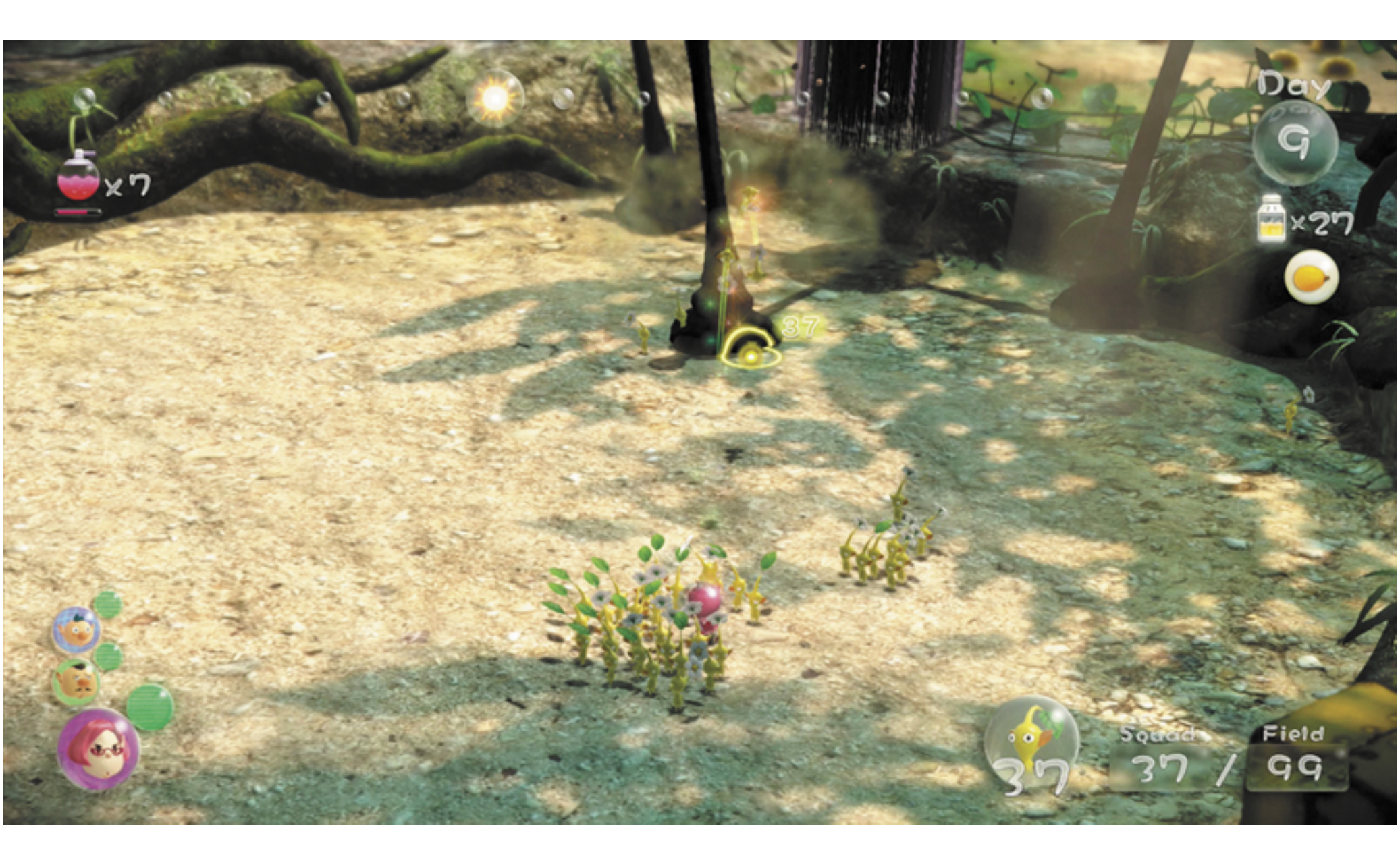
The flame geysers in the area can't harm your Red Pikmin, but they can ignite the Bomb Rocks. Keep your distance until you destroy the Reinforced Wall!



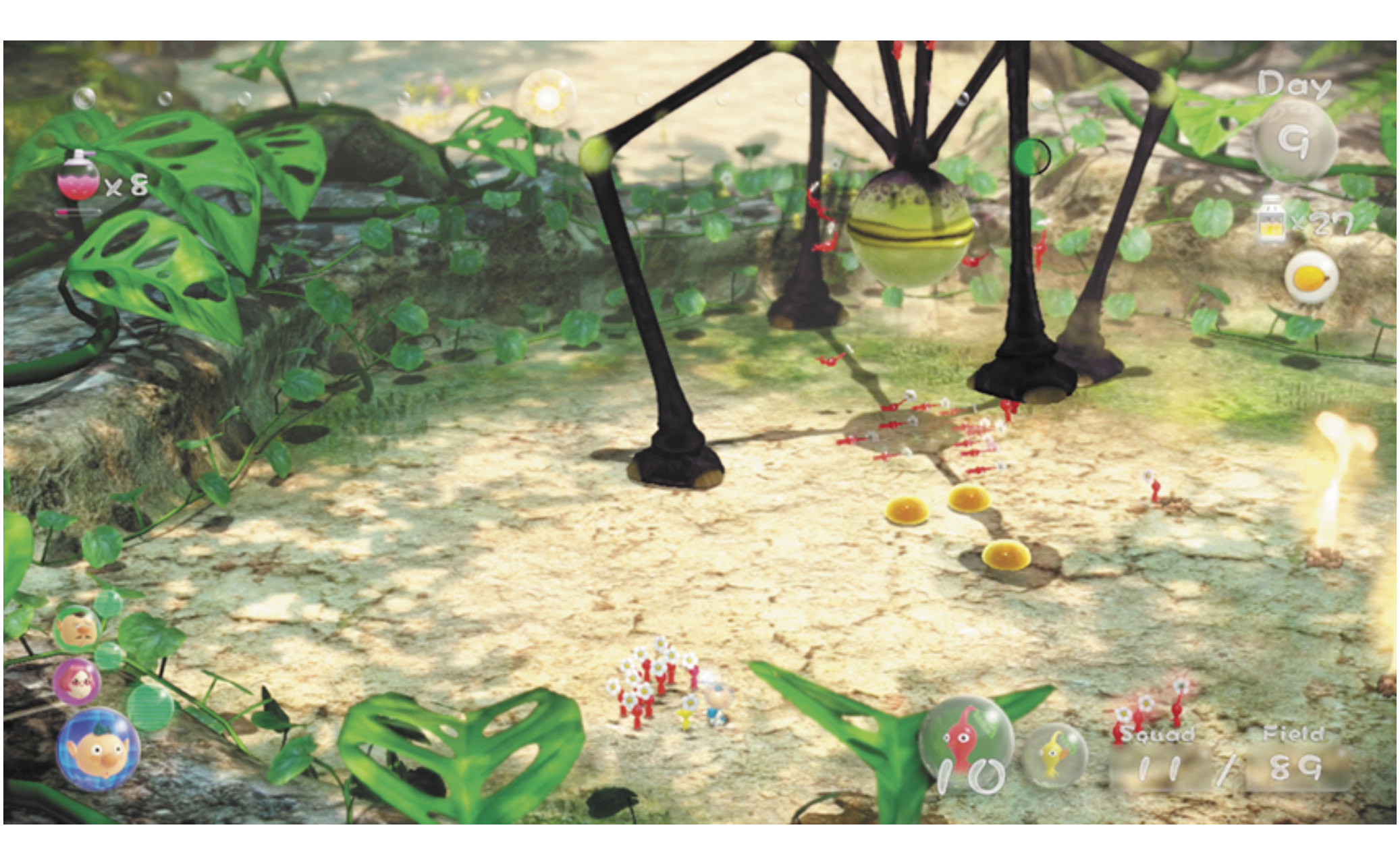
⑨ By now, the Yellow Pikmin have finished destroying the Electric Gate. Switch back to the crew member you left near the Electric Gate and gather the Yellow Pikmin. Lead this squad through the opening to find an enclosure just south of the one containing the Red Pikmin. Run through the center of the enclosure to draw a Shaggy Long Legs into the area. When the creature lands, start throwing your Pikmin onto its legs.



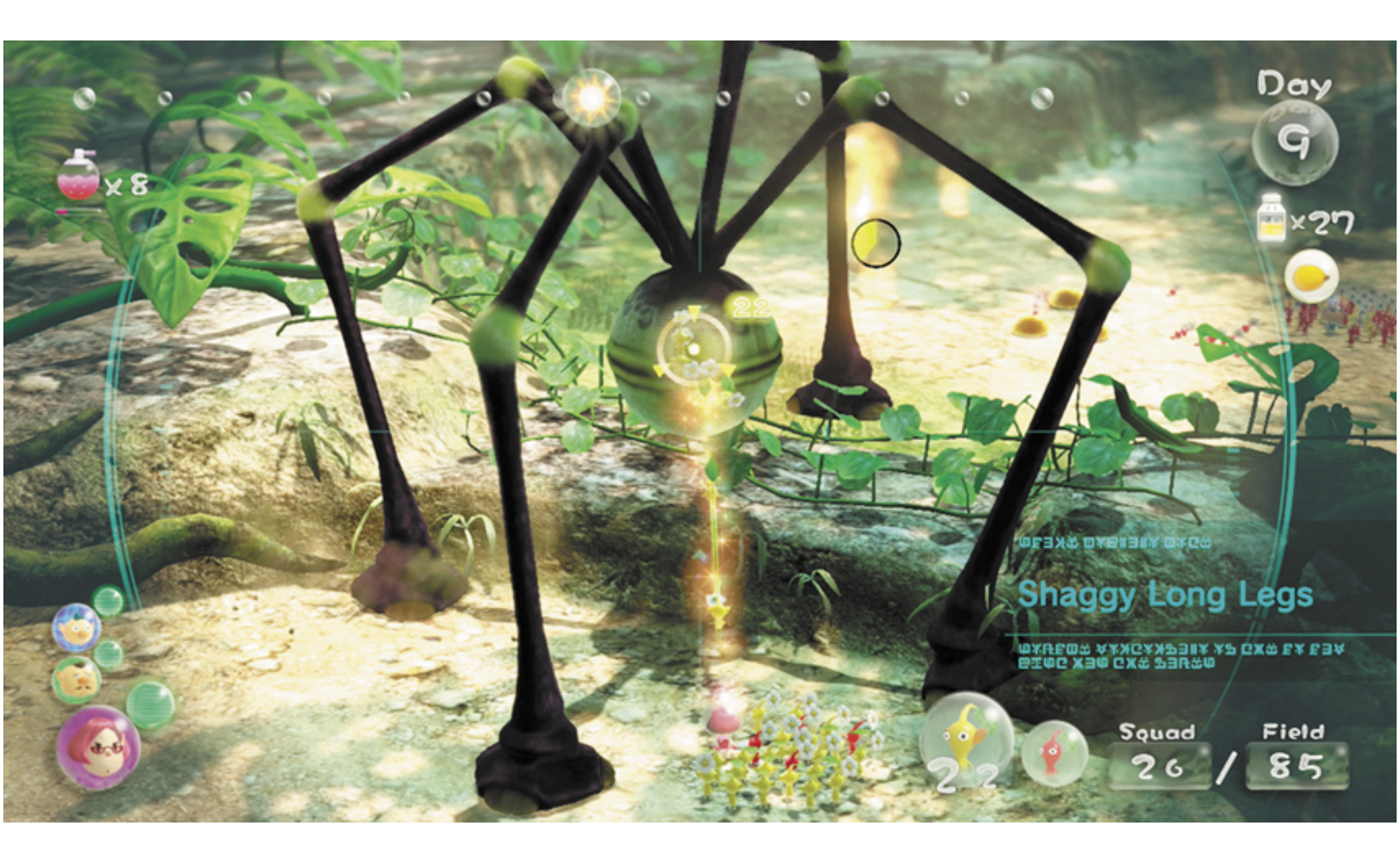
As the Shaggy Long Legs stomps around the area, it crushes any Pikmin caught underfoot. Circle the creature and toss about five Pikmin onto each of its feet. Every few seconds, the Shaggy Long Legs shakes some or all of its attackers loose. As you continue your attacks, you must not only keep your squad out of harm's way, but you must also recall the Pikmin as they're knocked to the ground.



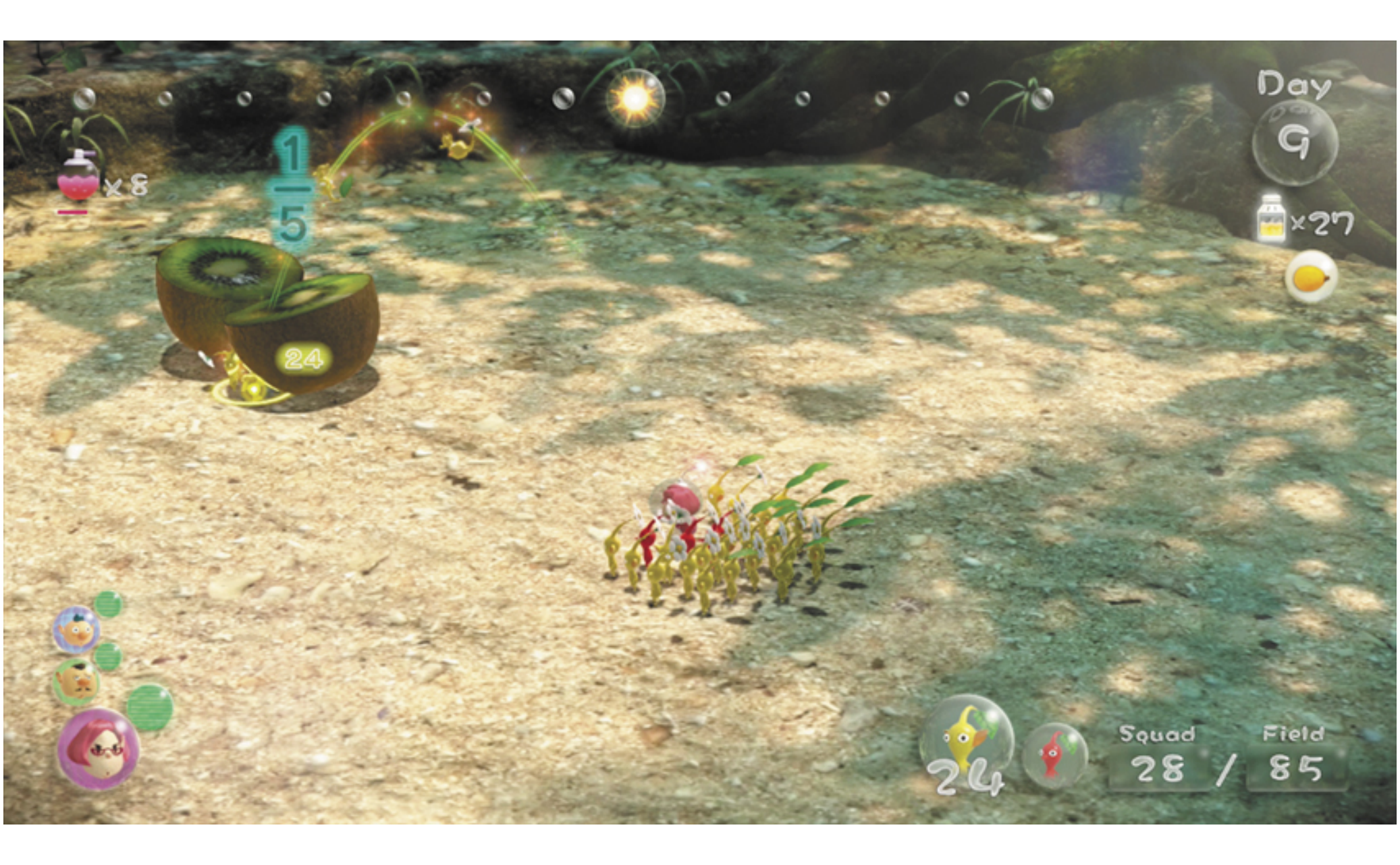
Each attacking Pikmin climbs the creature's legs, attacking the patches of hair at each joint. When the Shaggy Long Legs takes enough damage, it climbs over the wall and into the enclosure containing the Red Pikmin. Keep attacking as long as possible, then recall the Yellow Pikmin just before they're carried out of the area.



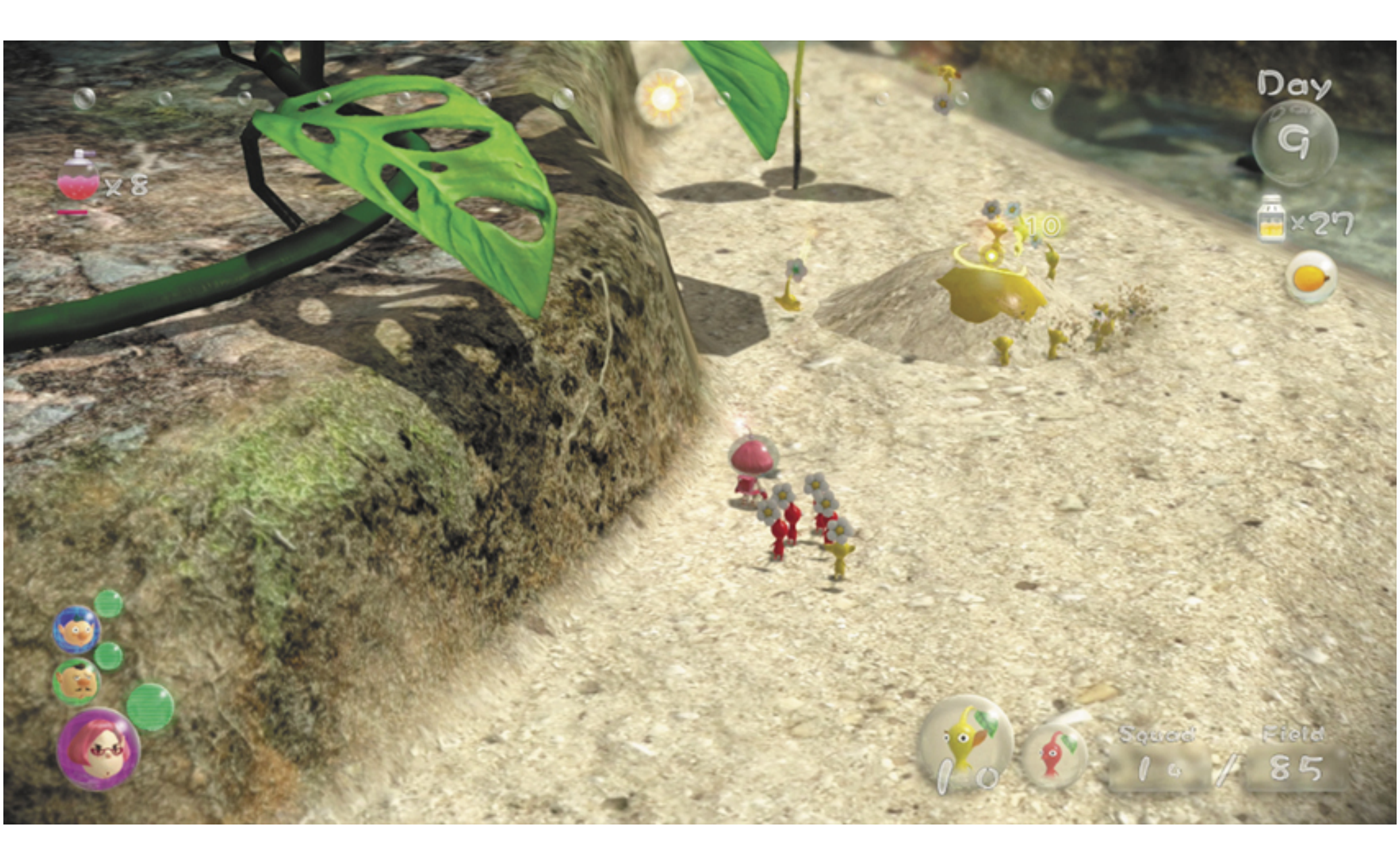
Switch to the crew member leading the Red Pikmin and resume attacking the Shaggy Long Legs. If any Yellow Pikmin are still clinging to the creature, let them attack until they're knocked to the ground, then do your best to keep them away from the flame geysers. Manage your Red Pikmin just as you did with the Yellow Pikmin in the other enclosure. Keep them away from the Shaggy Long Legs' stomping feet, and continue your attacks until all of its hair has been removed.



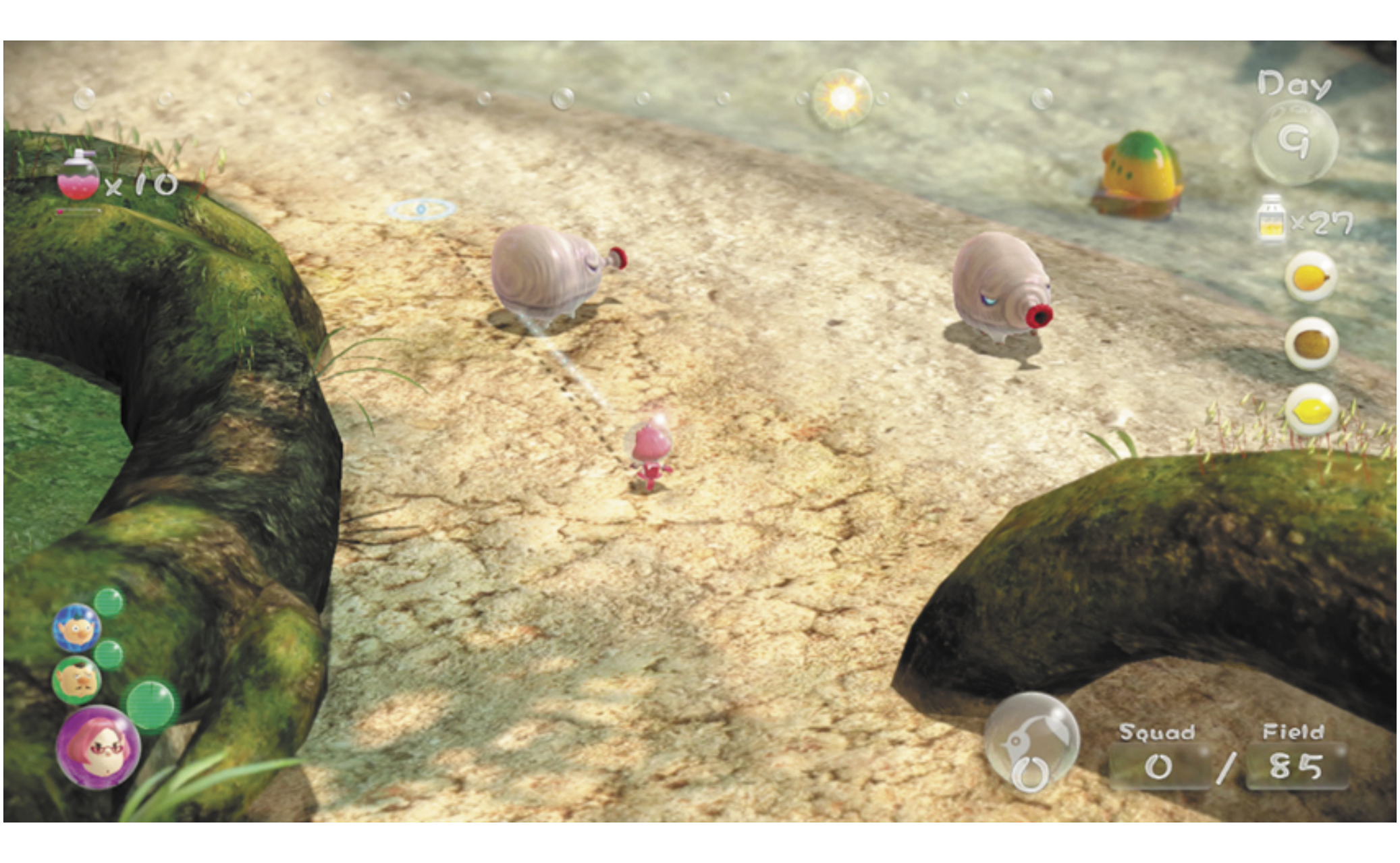
Throughout the battle, the Shaggy Long Legs keeps moving between the neighboring enclosures. When it does, switch to the nearest crew member and keep attacking. Once all of the hair is gone, the creature's spherical body is its only vulnerable area. Red Pikmin can usually only reach the body by climbing along the legs, but you can throw Yellow Pikmin directly at the target. Occasionally, the creature squats down—when this happens, all of your Pikmin can be thrown at the Shaggy Long Legs' body.



When you defeat the Shaggy Long Legs, it drops two halves of a Disguised Delicacy (kiwifruit). Assign five Pikmin to carry each half of the fruit, then round up your Yellow Pikmin and lead them out of the southern enclosure.



Lead the Yellow Pikmin along the same path the Red Pikmin followed on their way to the northern enclosure. When you reach the buried Face Wrinkler (lemon), assign 10 Yellow Pikmin to dig it up and transport it back to the landing site.



⑩ Depending on how quickly you defeated the Shaggy Long Legs, there may still be a good deal of time left in the day. Continue harvesting Ultra-Spicy Berries and use the remaining time to complete simple tasks. Lead immature Pikmin to Nectar Eggs, find pellets to bolster your forces, or explore the map to scout the locations of undiscovered fruit and enemies. Watch the timer and round up all of your Pikmin before the day ends.

### Progress Report: Day 9

Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 9:

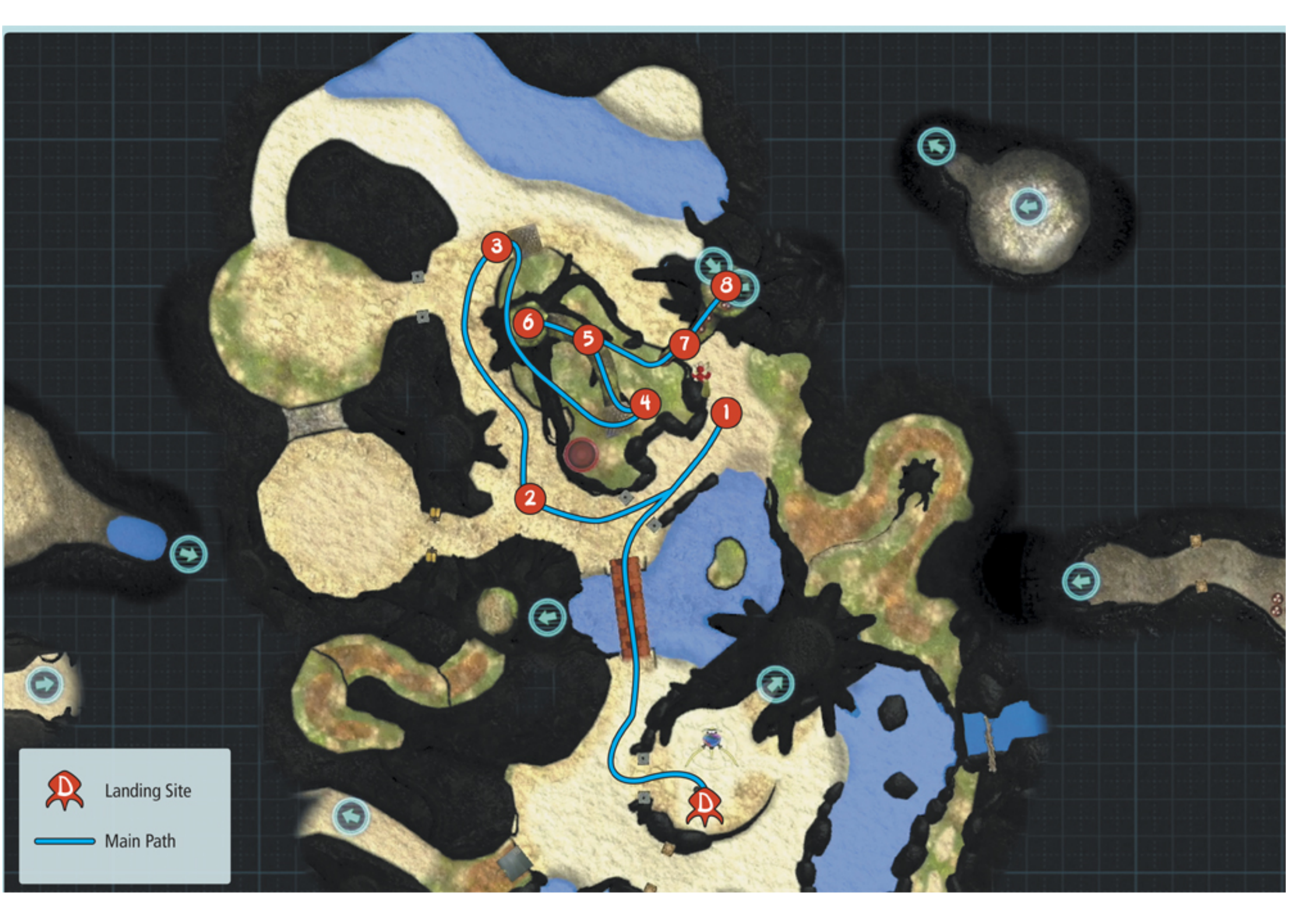
- Collect a Velvety Dreamdrop.
- Destroy the northern enclosure's Reinforced Wall.
- Defeat the Shaggy Long Legs.
- Collect both halves of a Disguised Delicacy.
- Collect a Face Wrinkler.

If you left any of these tasks unfinished, make them your priority on the following day.

Return to the Tropical Wilds when you're ready to begin Day 10.

Day 10 - Tropical Wilds

# Day 10 - Tropical Wilds

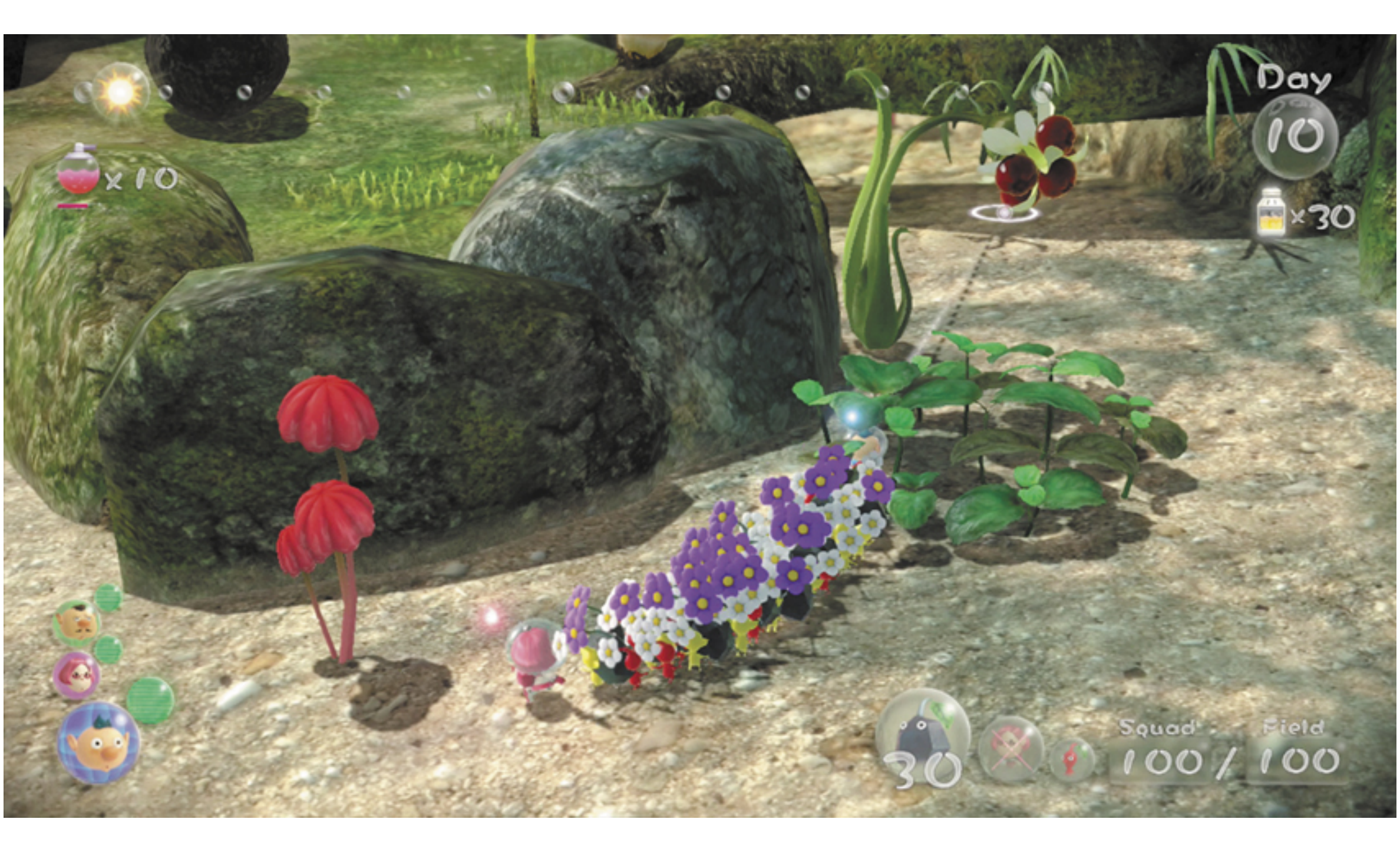


Map: Tropical Wilds

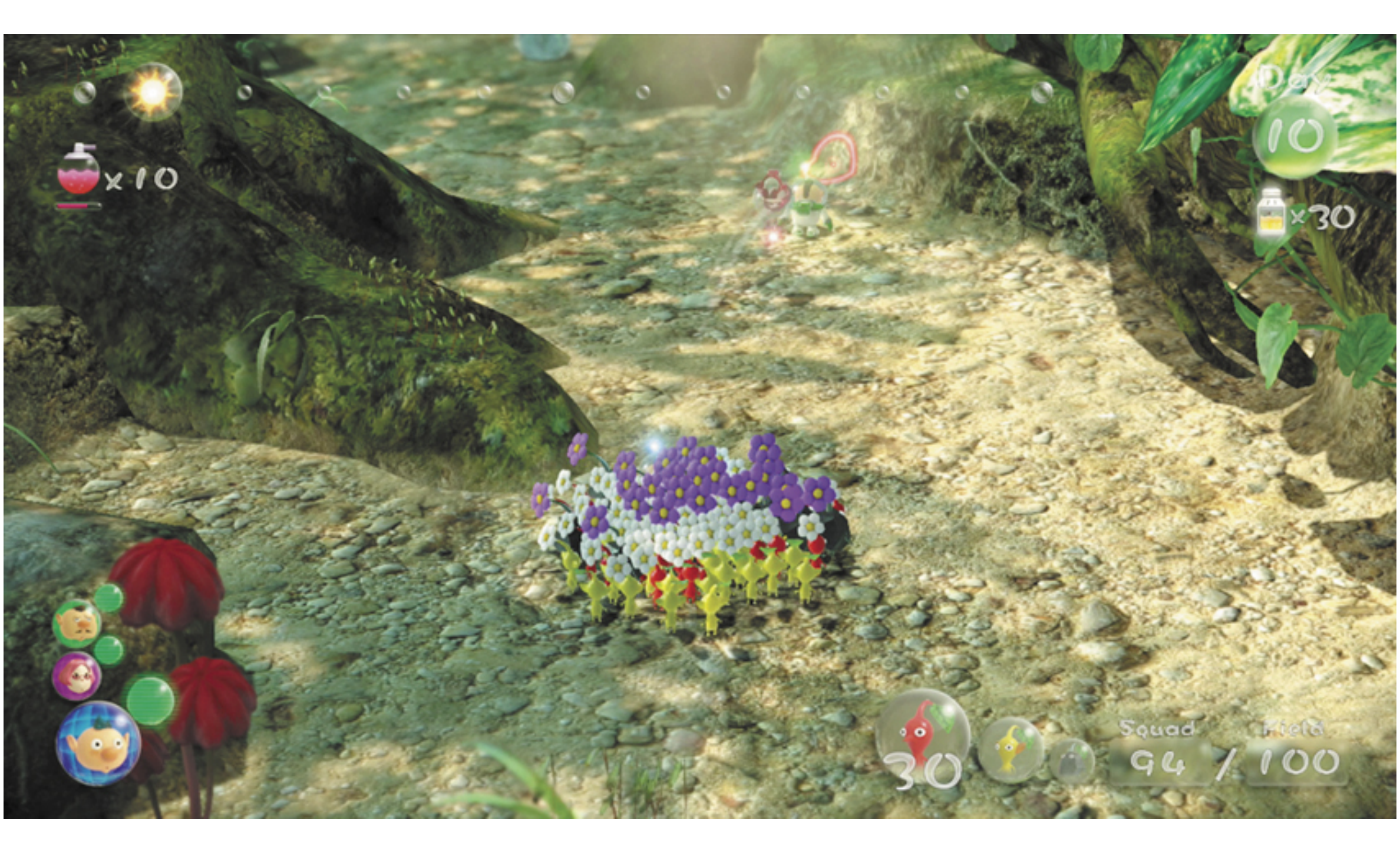
Remaining Juice: 30 canisters

Objectives: Collect the area's accessible fruit.

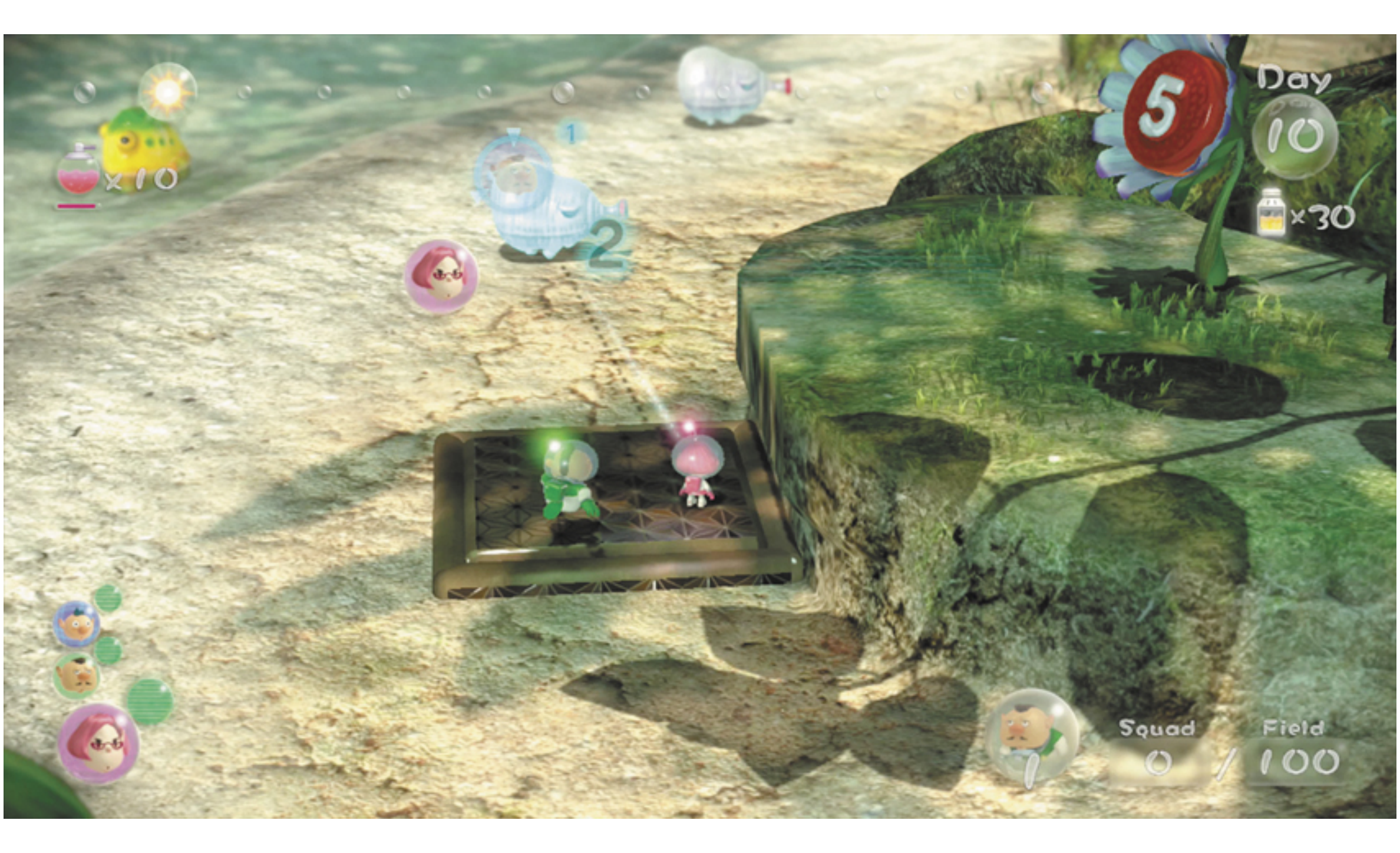
You've explored the bulk of the Tropical Wilds, but there are still a few pieces of accessible fruit in the area. Take an extra day to collect a few pieces of fruit and cultivate additional Pikmin.



① When the day starts, create a full and relatively balanced squad of Pikmin. Head across the bridge north of the landing site, then pass through the remains of the Reinforced Wall to the east. Assign several of your Rock Pikmin to gather the Ultra-Spicy Berries, then move back to the west.



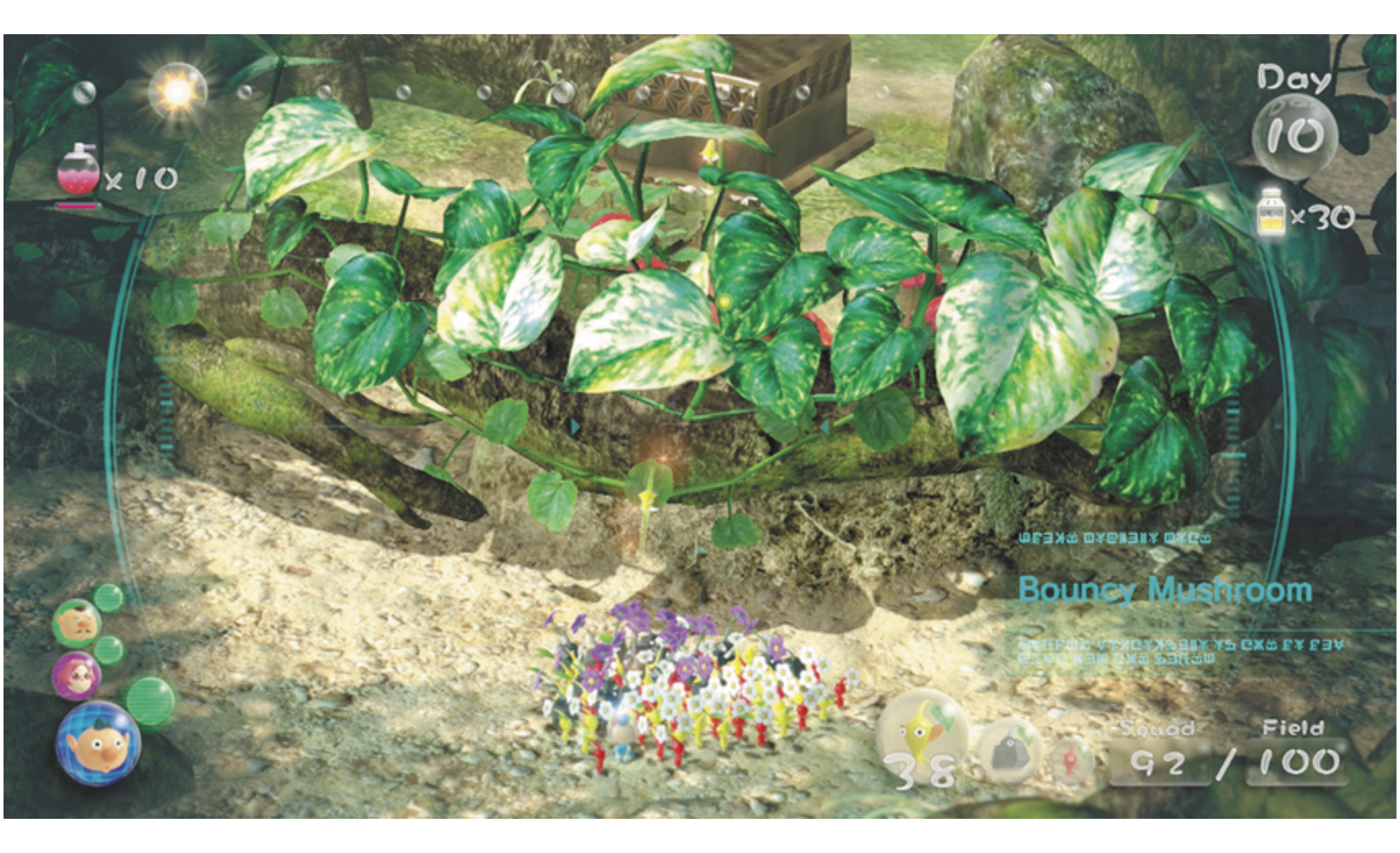
② Stand just southwest of the area's central rock formation and toss two crew members out of the squad. Use these crew members to form a secondary squad without any Pikmin.



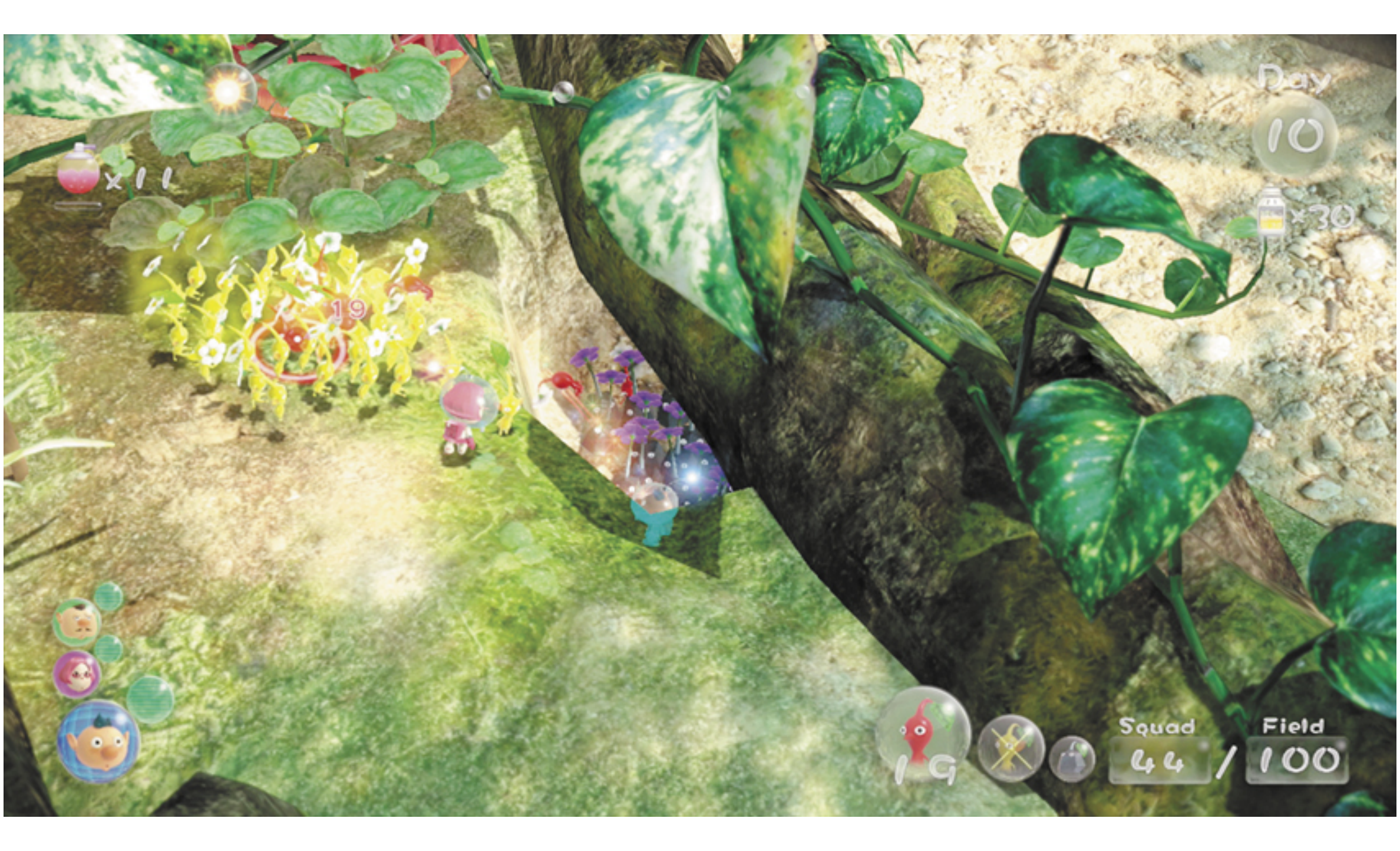
③ Move the two crew members onto the lowered Seesaw Block on the north side of the area's central rock formation. Once they're in place, switch back to the crew member leading the main squad.

**Caution**

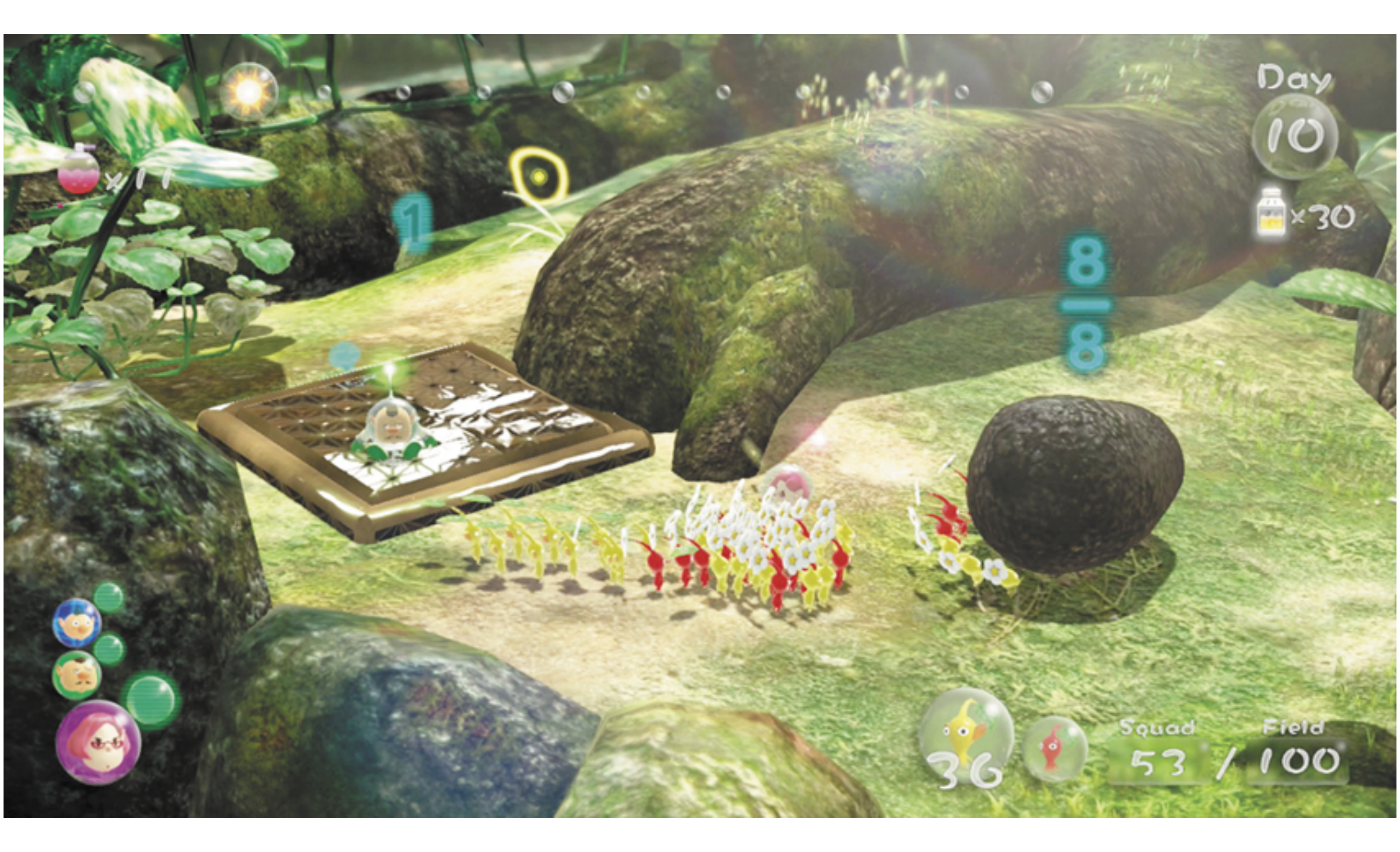
Place the crew members on the west edge of the Seesaw Block to ensure they aren't noticed by the nearby enemies.



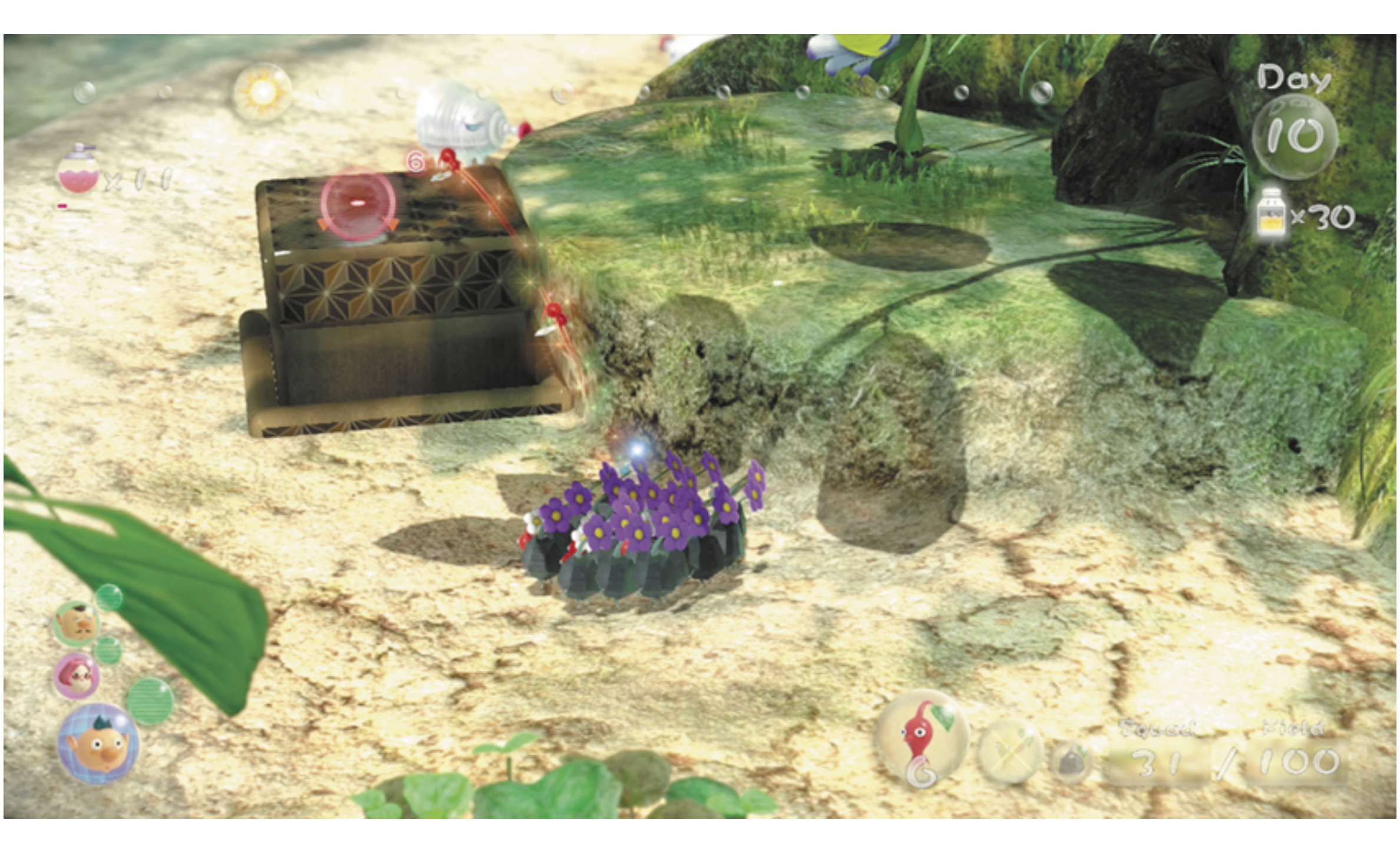
Locate the Bouncy Mushroom hidden behind the leaves on the area's central rock formation. Once you find it, lock on and adjust your position so that the Bouncy Mushroom is between the main squad and the raised Seesaw Block atop the rock formation. When you're in place, throw three Yellow Pikmin to send them bouncing onto the raised Seesaw Block. The weight forces the Seesaw Block down, raising the Seesaw Block holding the two crew members.



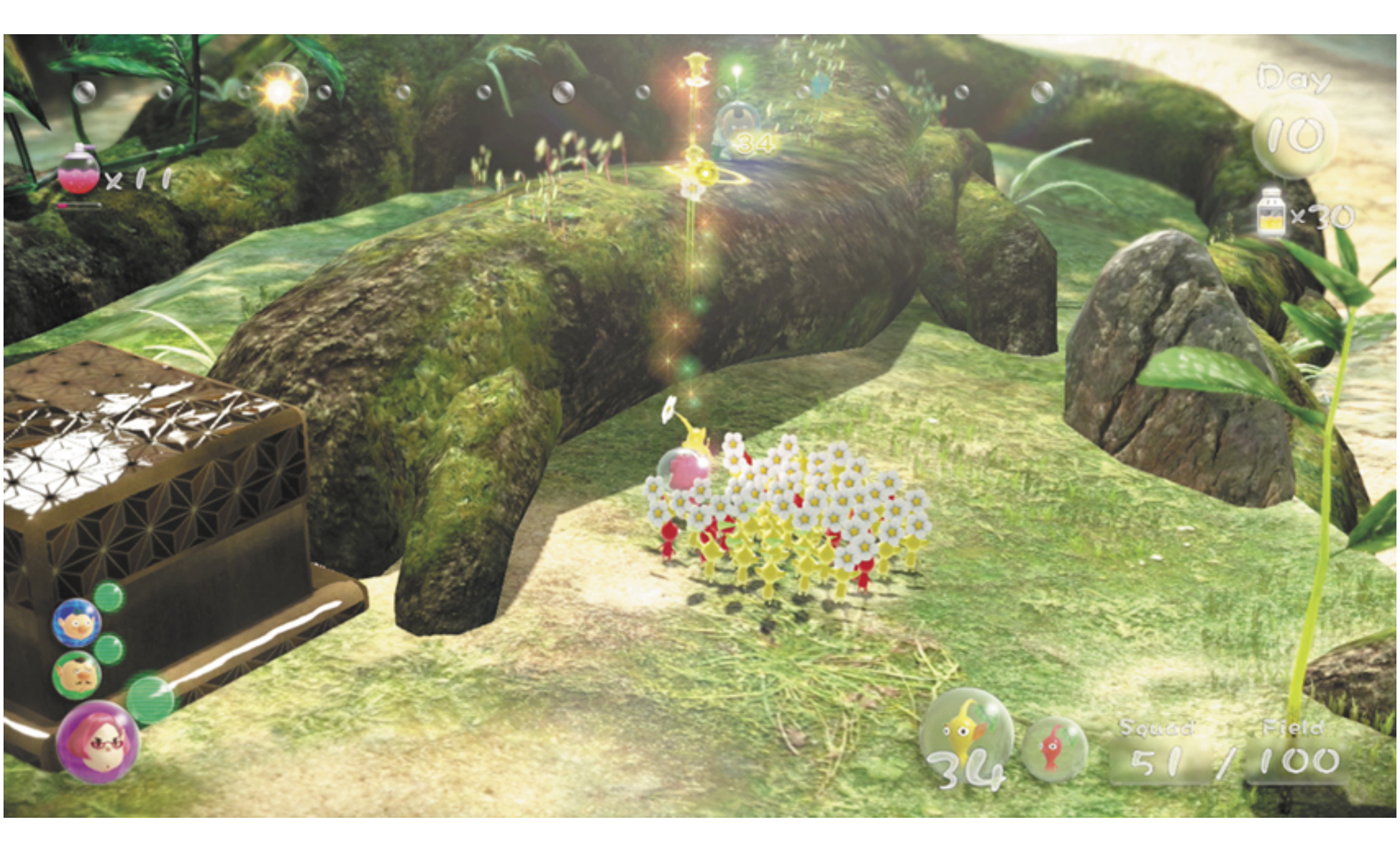
Switch crew members and move onto the rock formation. Head through the hole in the nearby tree stump. Locate the Yellow Pikmin waiting on the now-lowered Seesaw Block. To the west, there's small gap between the rock formation and the root running along its edge. Switch crew members and move below the gap. Toss all of your Yellow Pikmin and around half of your Red Pikmin onto the rock formation.



④ Switch crew members and round up all of the Pikmin on the rock formation. This is now your main squad. Assign at least eight Pikmin to carry the nearby Scaly Custard (avocado). Once they're in place, throw a crew member onto the now-lowered Seesaw Block.



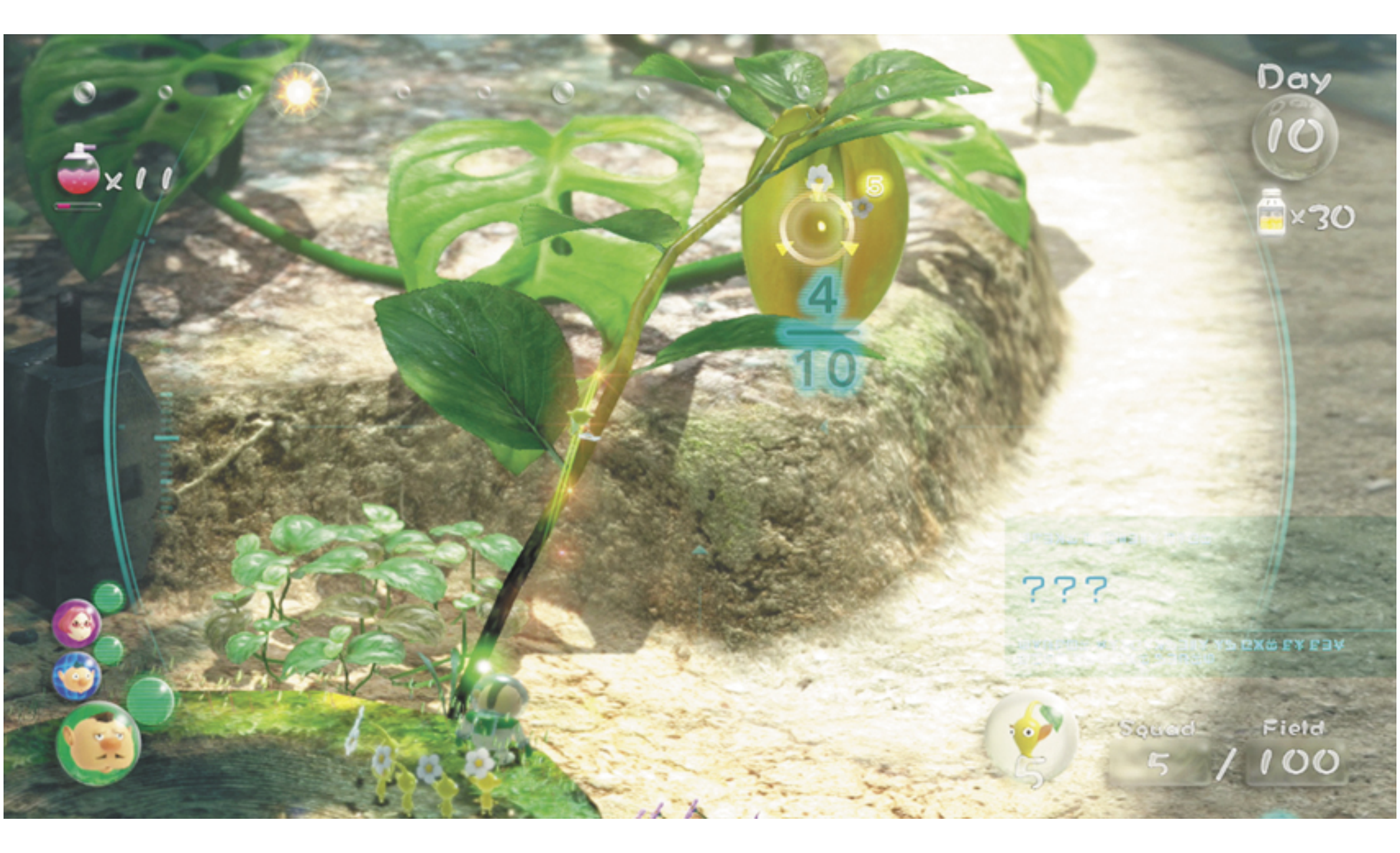
Switch back to the squad on the on the ground and move north. Toss at least two Pikmin onto the now-raised Seesaw Block to force it back into the ground.



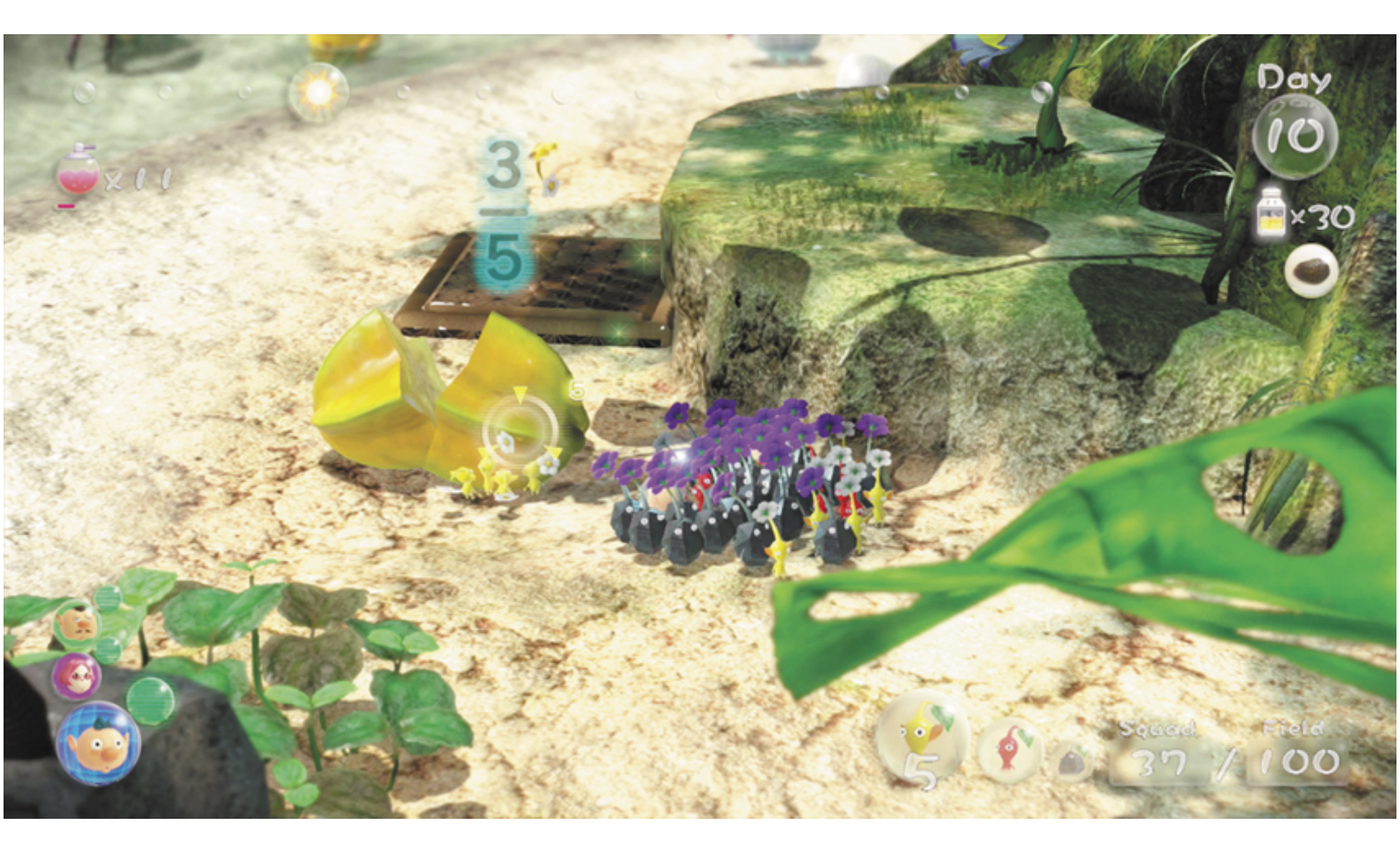
⑤ Switch to the crew member on the other Seesaw Block and move onto the nearby root. Switch to the main squad and toss at least 10 Yellow Pikmin onto the same root. Switch back to the crew member on the root, gather the nearby Yellow Pikmin, then climb the root up to the top of the stump.

**Note**

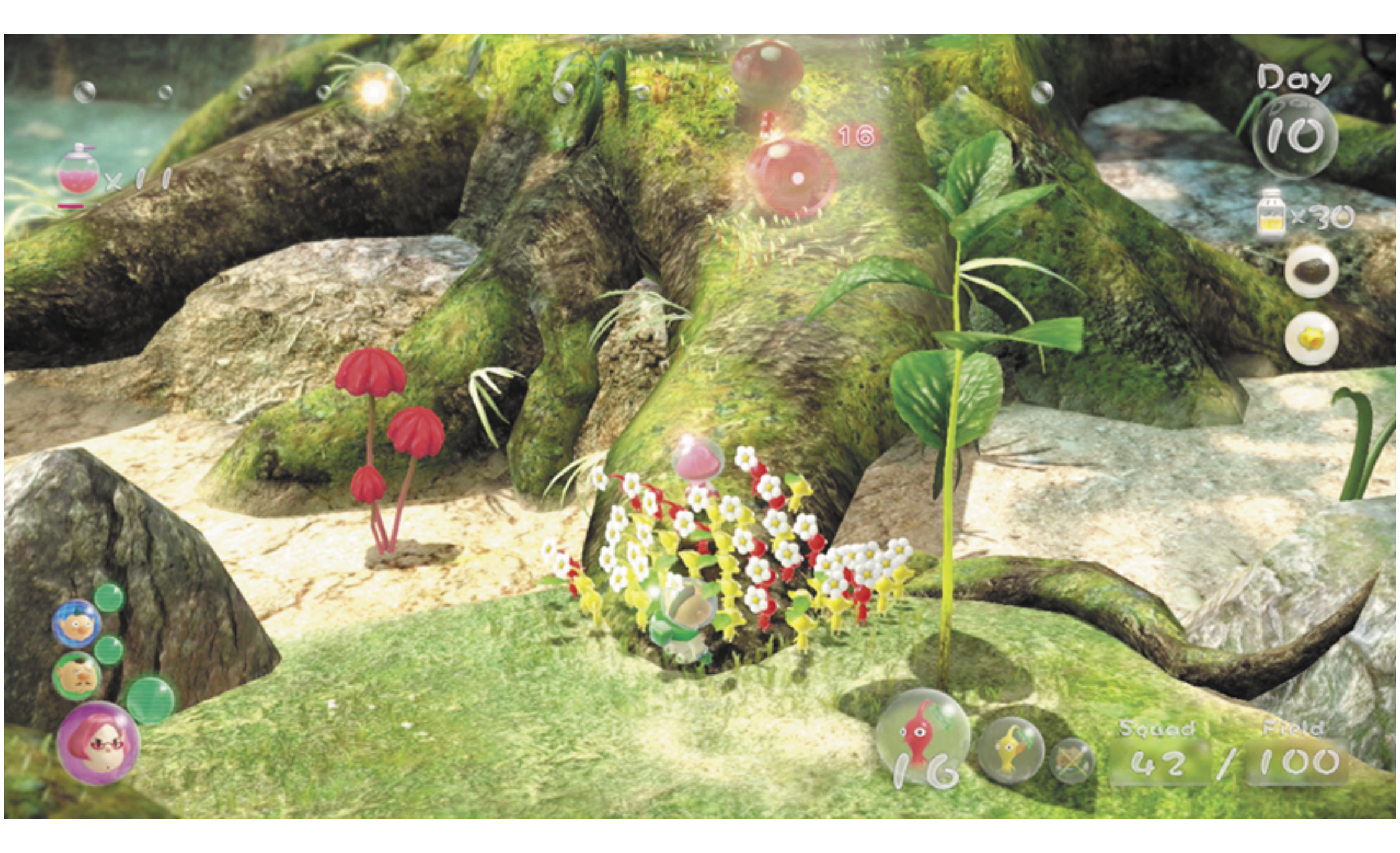
If any of the Yellow Pikmin slip off of the root or fall from the stump, switch to the main squad and throw fresh Yellow Pikmin to replace them.



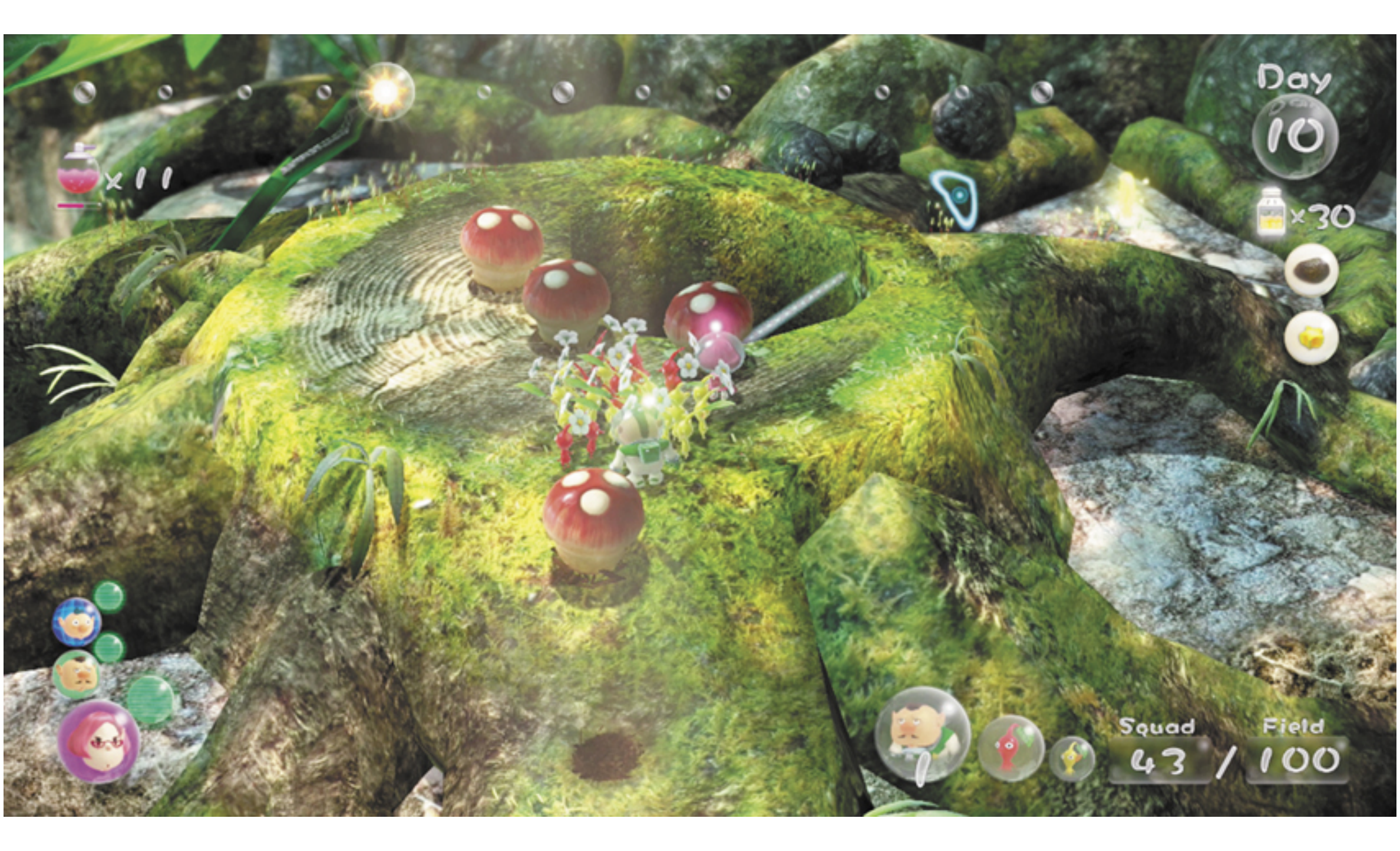
⑥ There's a Stellar Extrusion (starfruit) hanging from a large branch at the edge of the stump. Lock onto the fruit, reposition yourself to adjust the trajectory of your throw, then toss all 10 Yellow Pikmin onto the fruit. When all of the Pikmin are in place, their combined weight frees the Stellar Extrusion from the branch.



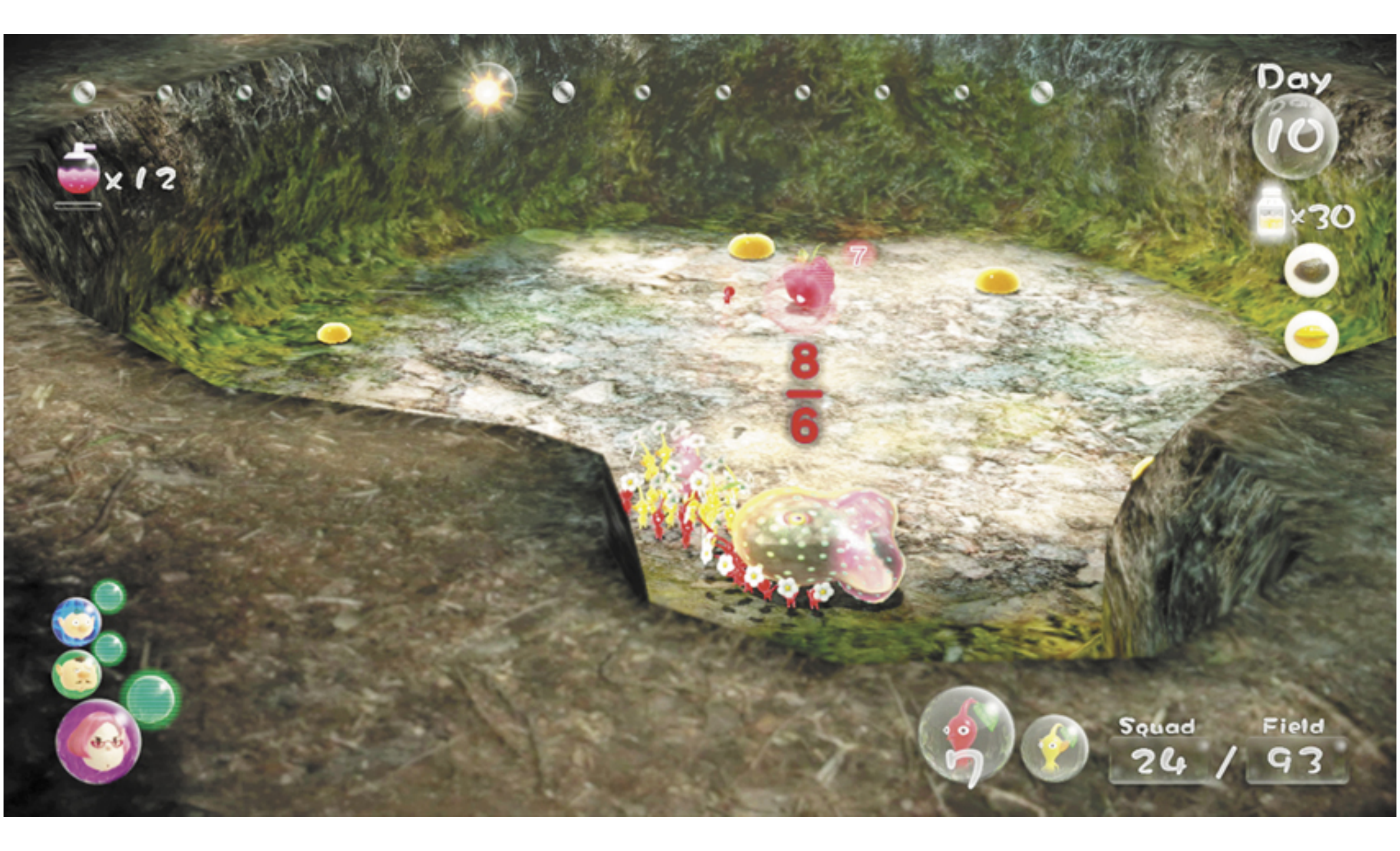
Switch to the crew member on the ground. The Stellar Extrusion and the Pikmin that freed it have landed right next to you. Gather the Yellow Pikmin, then assign at least five Pikmin to carry each half of the Stellar Extrusion back to the landing site.



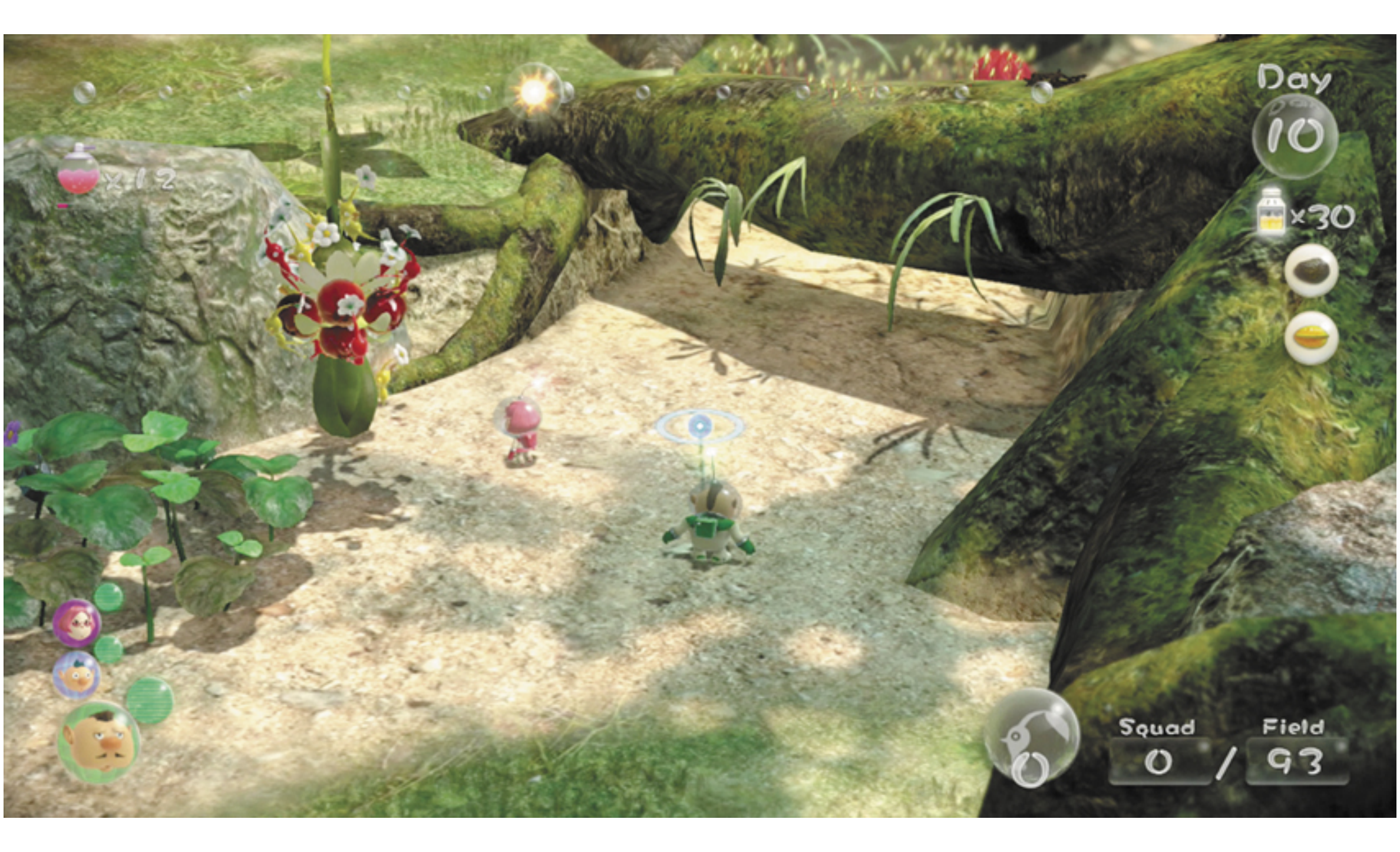
⑦ Switch to the crew member on the stump, then drop down to the rock formation and rejoin the main squad. Move to the east edge of the rock formation to find a root leading to another tree stump. Toss a Pikmin at each of the Spotcaps blocking your path and make your way to the top of the stump.



⑧ When you reach the end of the root, throw one crew member down to the Data File just east of the stump. When you're ready, drop down through the hole in the stump to find a Medusal Slurker.



You can defeat the Medusal Slurker by throwing Pikmin onto it, or you can search the surrounding Nectar Eggs for Bomb Rocks. Either way, make sure to keep your Pikmin away from any explosions. When you defeat the Medusal Slurker, it drops a Juicy Gaggle (raspberry). When you're ready, assign Pikmin to carry the Juicy Gaggle and the fallen enemy back to the landing site, then follow them out of the stump.



At this point, you should still have plenty of time left in the day. Continue gathering Ultra-Spicy Berries, and look for simple tasks to complete before the day ends. Gather stray Pikmin, collect pellets, or search for more Nectar Eggs. If you decide to clear out some of the remaining enemies, be sure you keep your Pikmin away from the water. As the day winds down, gather any working or idle Pikmin and pluck any new sprouts back at the landing site.

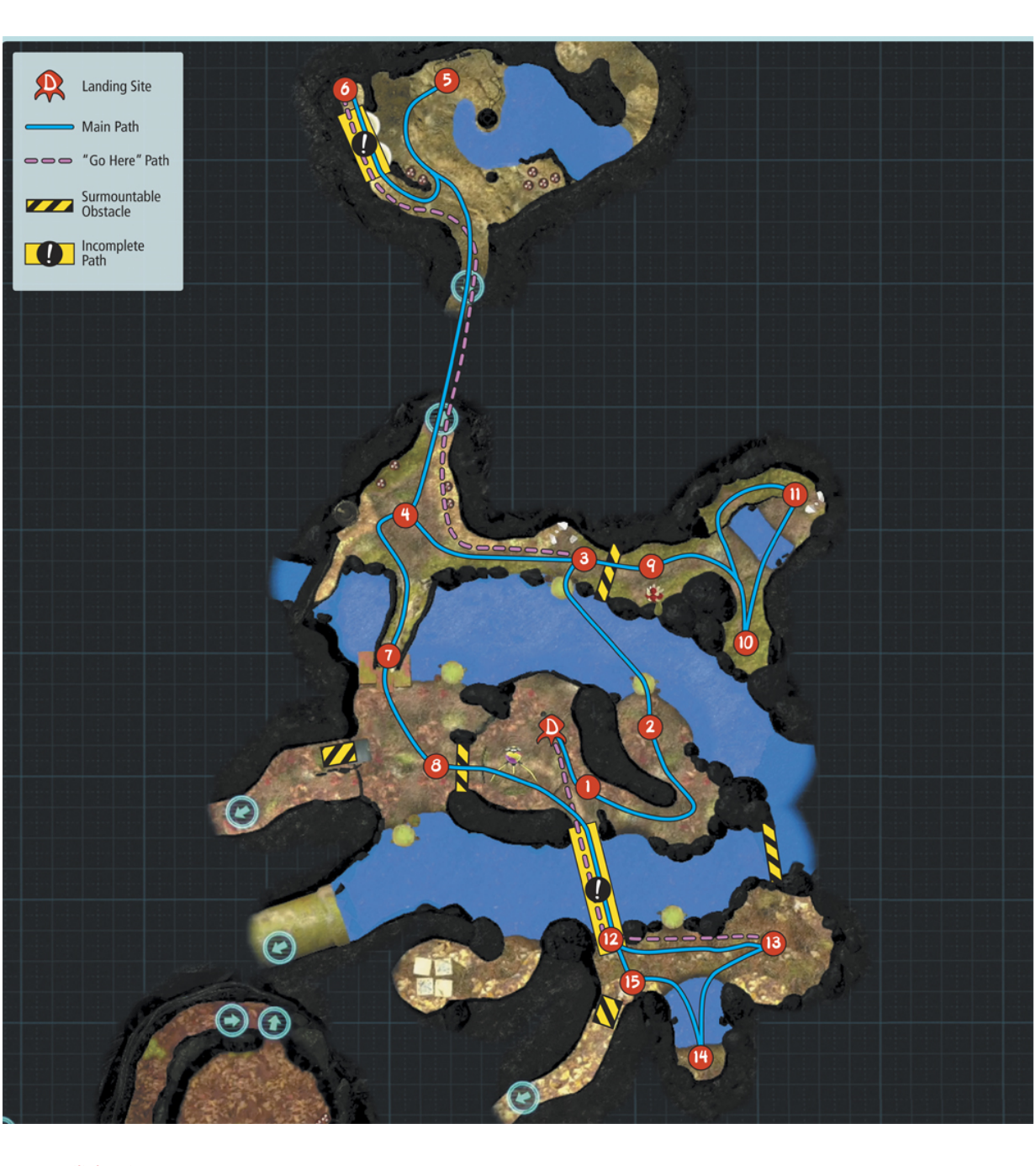
**Progress Report: Day 10**

Aside from basic preparation, you should have completed the following tasks by the end of Day 10:

- Collect a Scaly Custard
- Collect a Stellar Extrusion
- Collect a Juicy Gaggle

Travel to the Twilight River when you're ready to begin Day 11.

# Day 11 - Twilight River

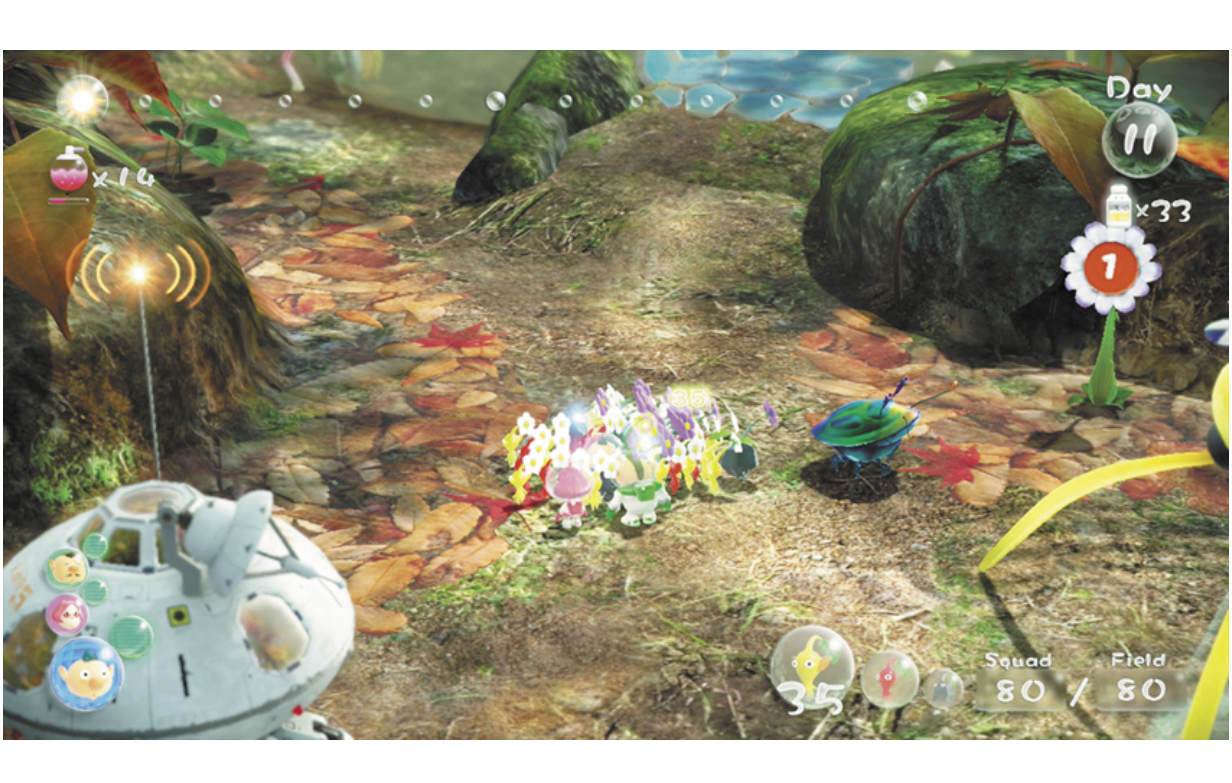


Map: Twilight River

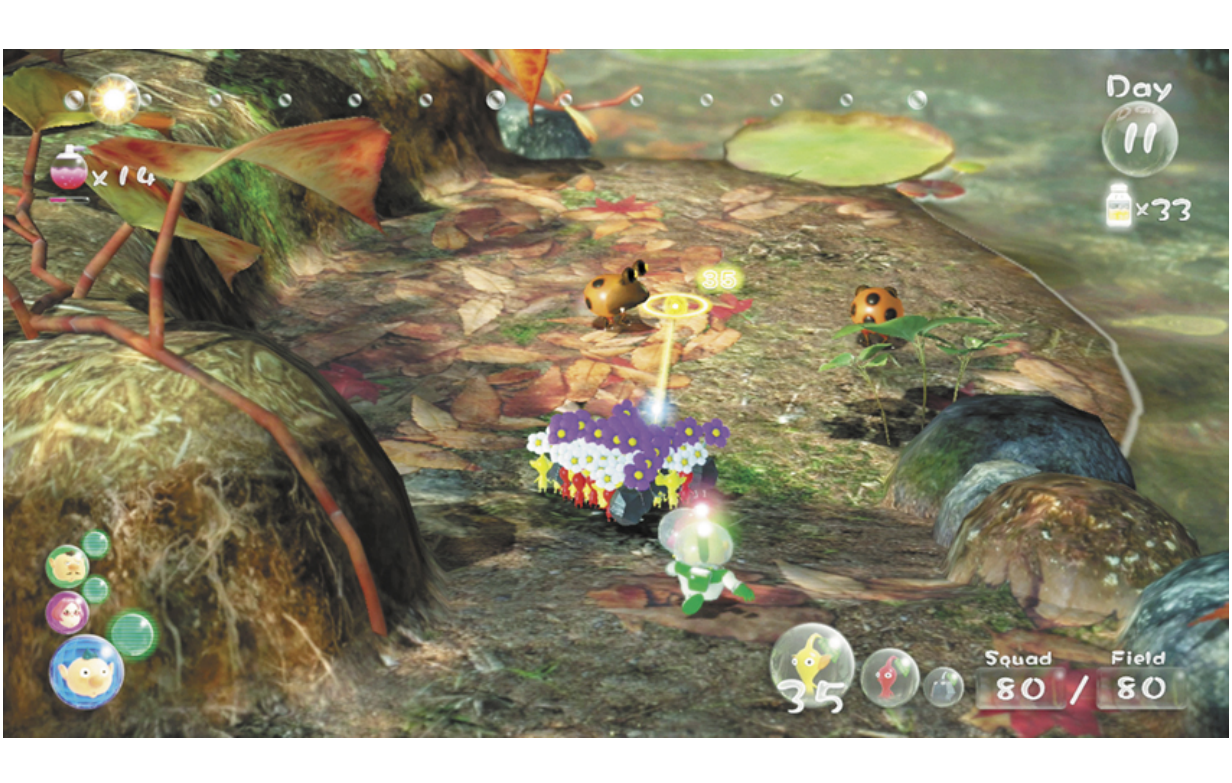
Remaining Juice: 33 canisters

Objectives: Create a bridge to reach the Winged Pikmin's ensnared Onion. Free the Onion, then cultivate as many Winged Pikmin as possible.

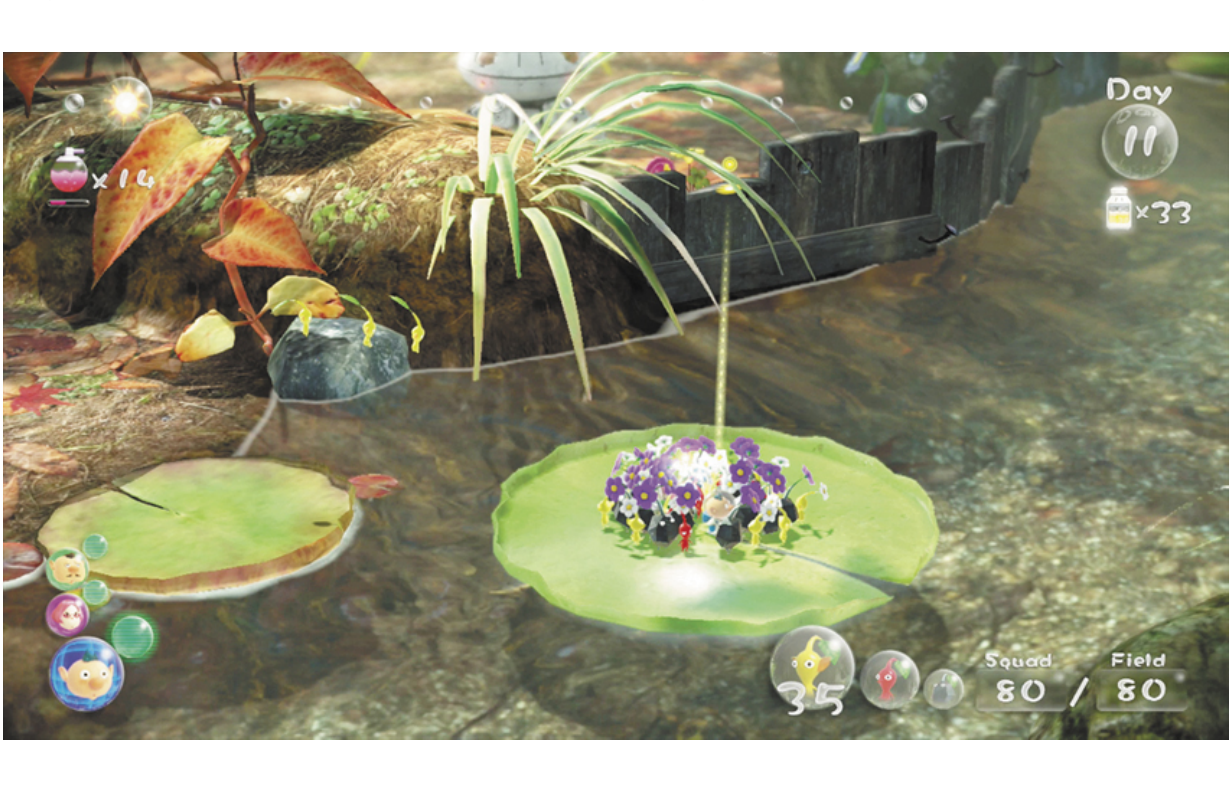
It's finally time to follow the signal emanating from the Twilight River. As you explore this new area, you must move quickly to ensure you rescue the Winged Pikmin before the day ends. Collect any fruit you find along the way, but make sure you allot enough time to cultivate this new variety of Pikmin.



1 When the day starts, form a squad of 35 Yellow Pikmin, 25 Rock Pikmin, and 20 Red Pikmin. Follow the path to the west until the hidden Iridescent Flint Beetle reveals itself. Lock onto this strange creature and throw a Pikmin onto it—a direct hit causes the creature to flip over and produce Nectar or pellets. Repeat the process as many times as you can before the Iridescent Flint Beetle vanishes. Allow any immature Pikmin to drink the Nectar, but leave any pellets where they land.



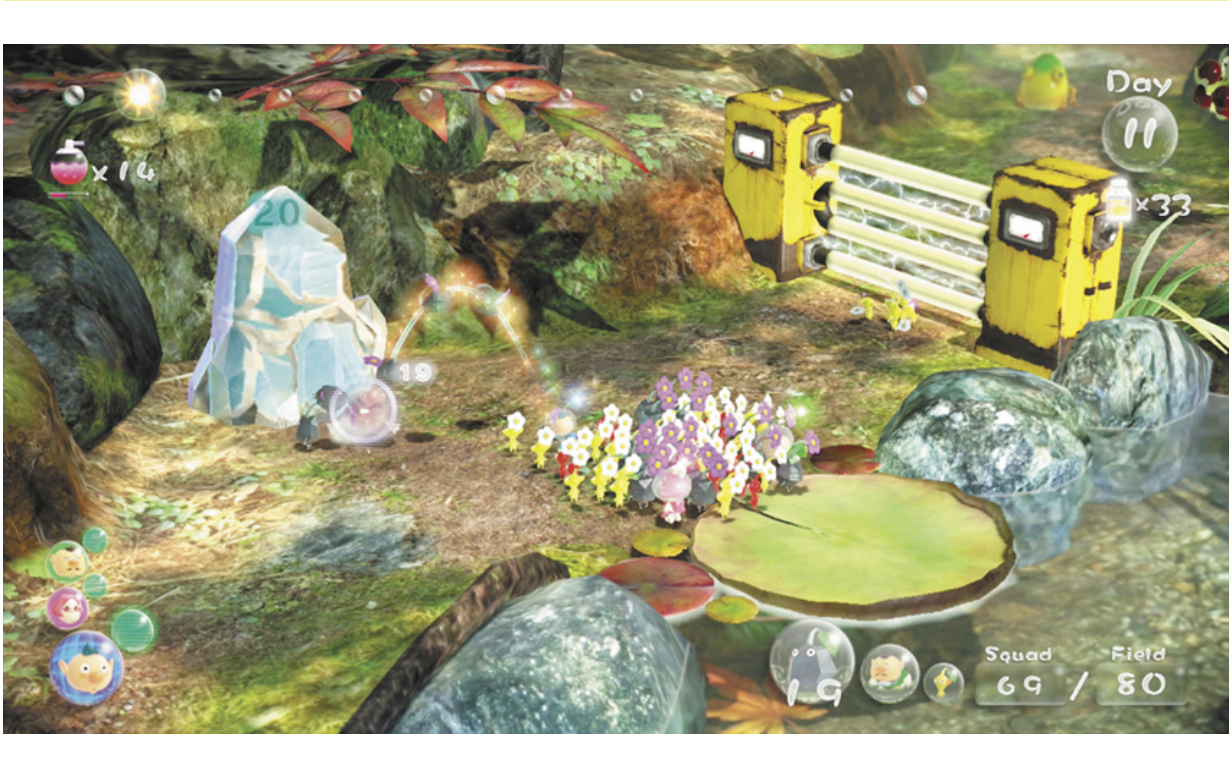
2 Follow the path away from the landing site to trigger a cinematic. Across the water, you see a strange new Onion trapped in a web. To free the Onion, you must first find enough Fragments to build a bridge capable of reaching it. Continue along the path and throw a Pikmin directly onto each of the Dwarf Orange Bulborbs ahead of you.



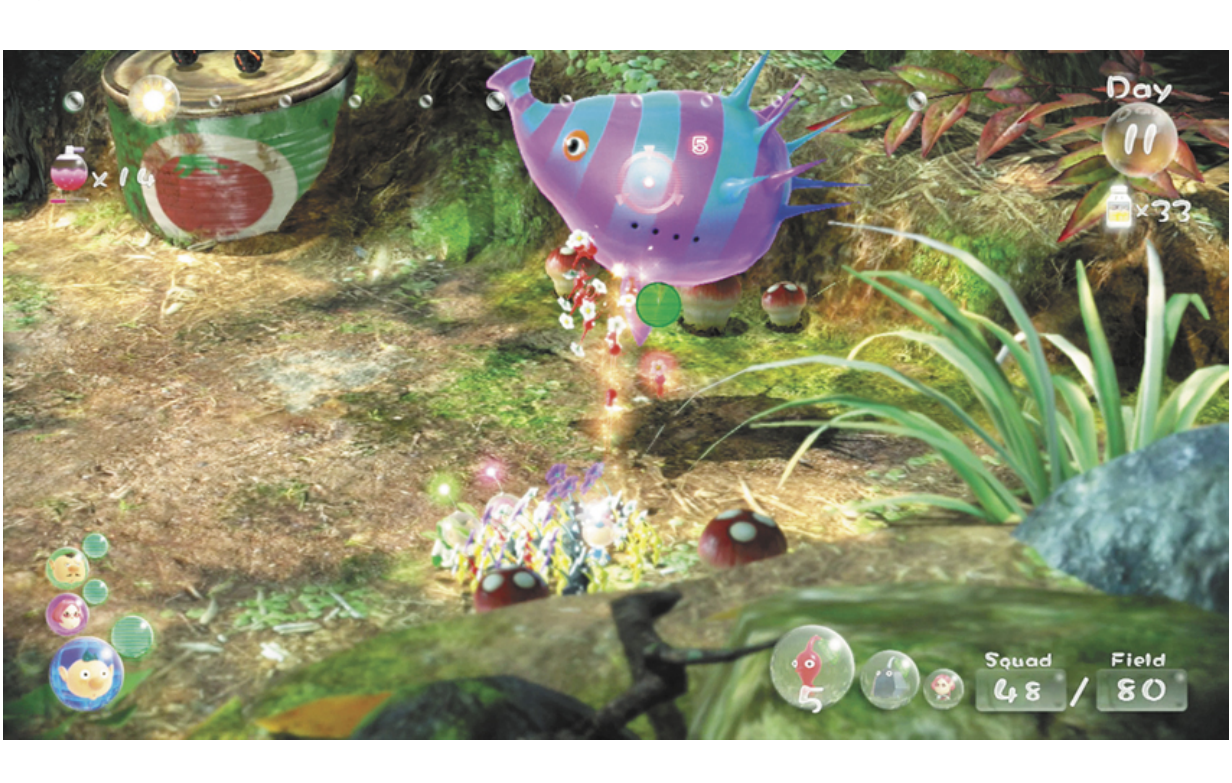
Leave the defeated enemies and move your squad onto the nearby Lily Pad. When the current moves another Lily Pad into range, follow the on-screen prompts to have your squad leap onto it.

**Note**

Properly using Lily Pads is an essential part of navigating the Twilight River. You'll find smaller, stationary Lily Pads along the water's edge, while the current moves a steady supply of larger Lily Pads between them. As you discover more stationary Lily Pads, working Pikmin can use them on their way to and from the landing site.



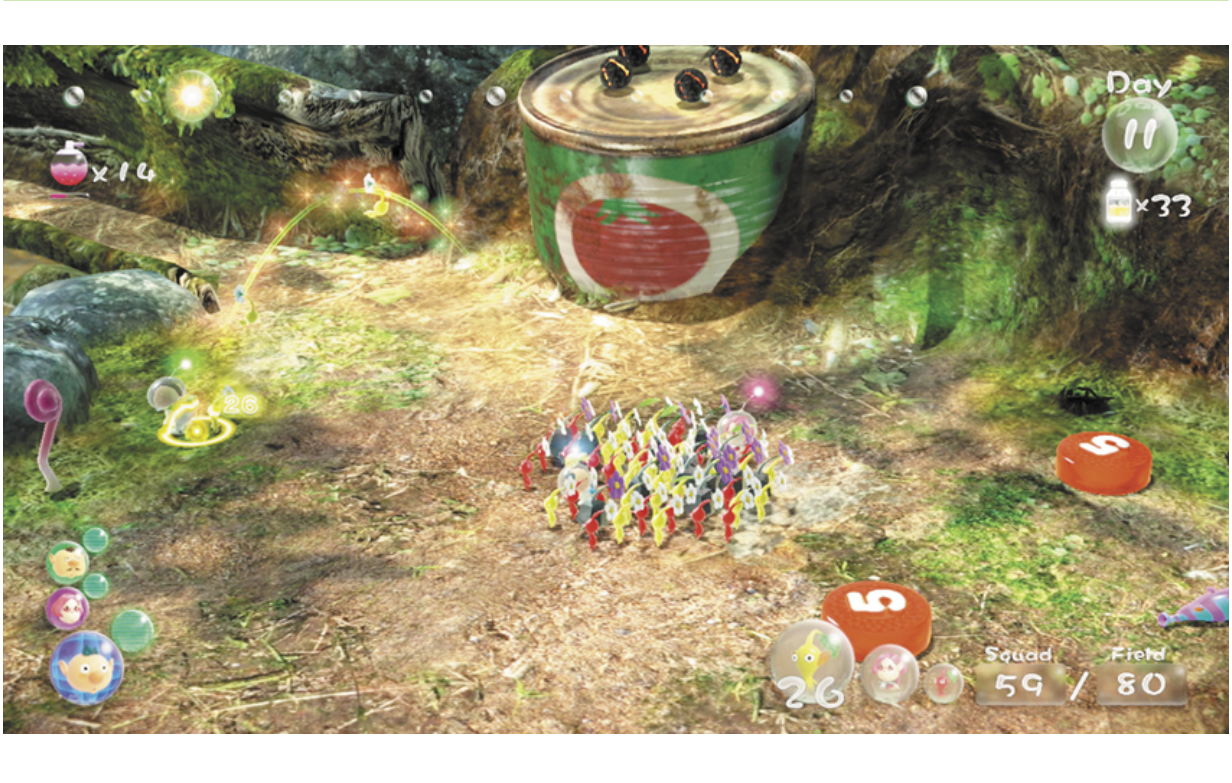
3 When you're in range, move your squad onto the next stationary Lily Pad to arrive near an Electric Gate and some Fragments encased in a Large Crystal. Have 5 Yellow Pikmin attack the Electric Gate, then assign at least 10 Rock Pikmin to the Large Crystal. Let these groups work as you follow the path west.



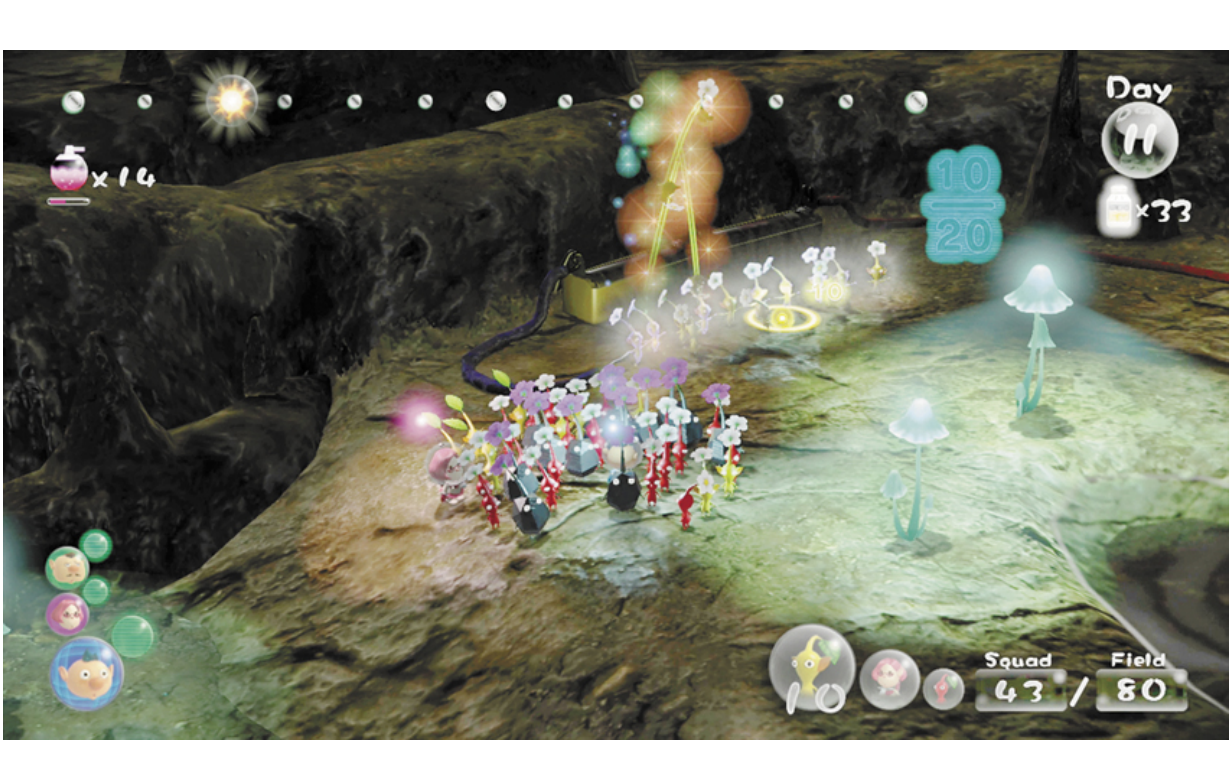
4 When you reach the Puffy Blowhog at the end of the path, throw your Pikmin onto the hovering creature. Focus on using Red Pikmin and Yellow Pikmin to weigh the creature down as quickly as possible. When the Puffy Blowhog hits the ground, send the rest of your squad charging in.

**Tip**

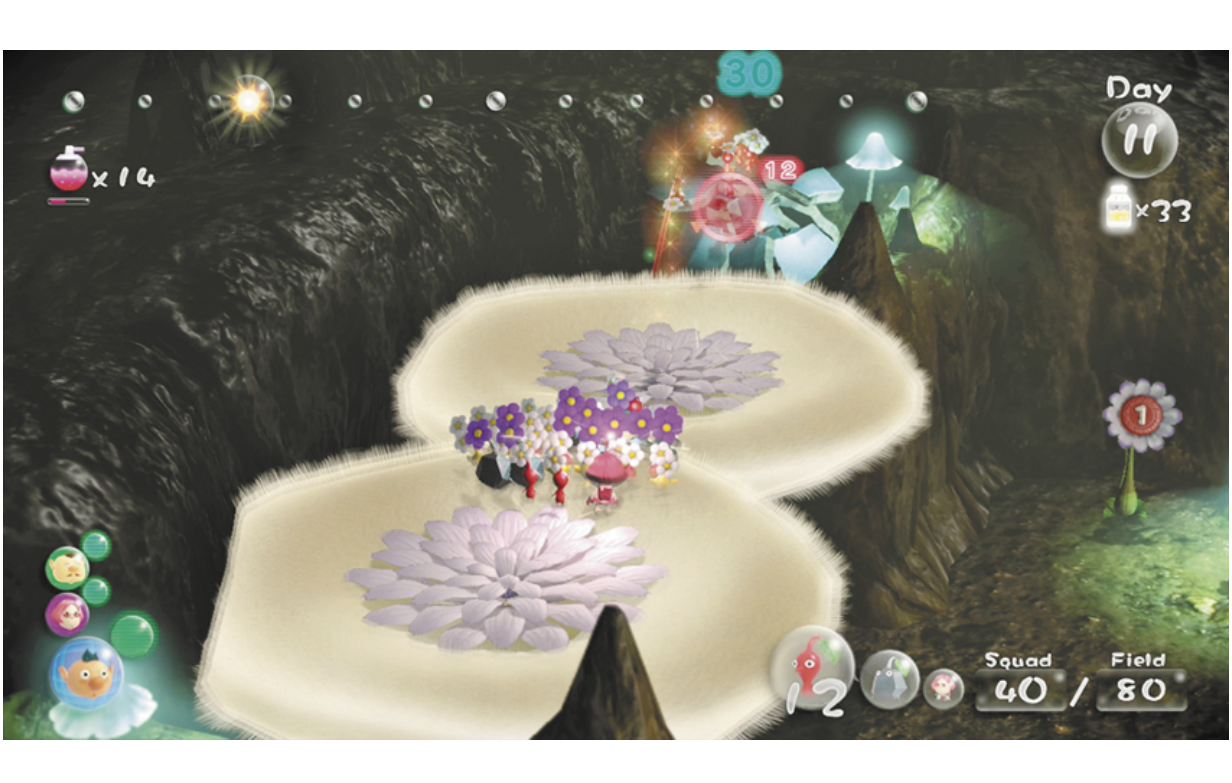
Rather than deal damage, the Puffy Blowhog's attacks are capable of knocking an entire squad of Pikmin to the ground. Flank the creature or attack from below, and make sure to round up any Pikmin that it manages to shake loose.



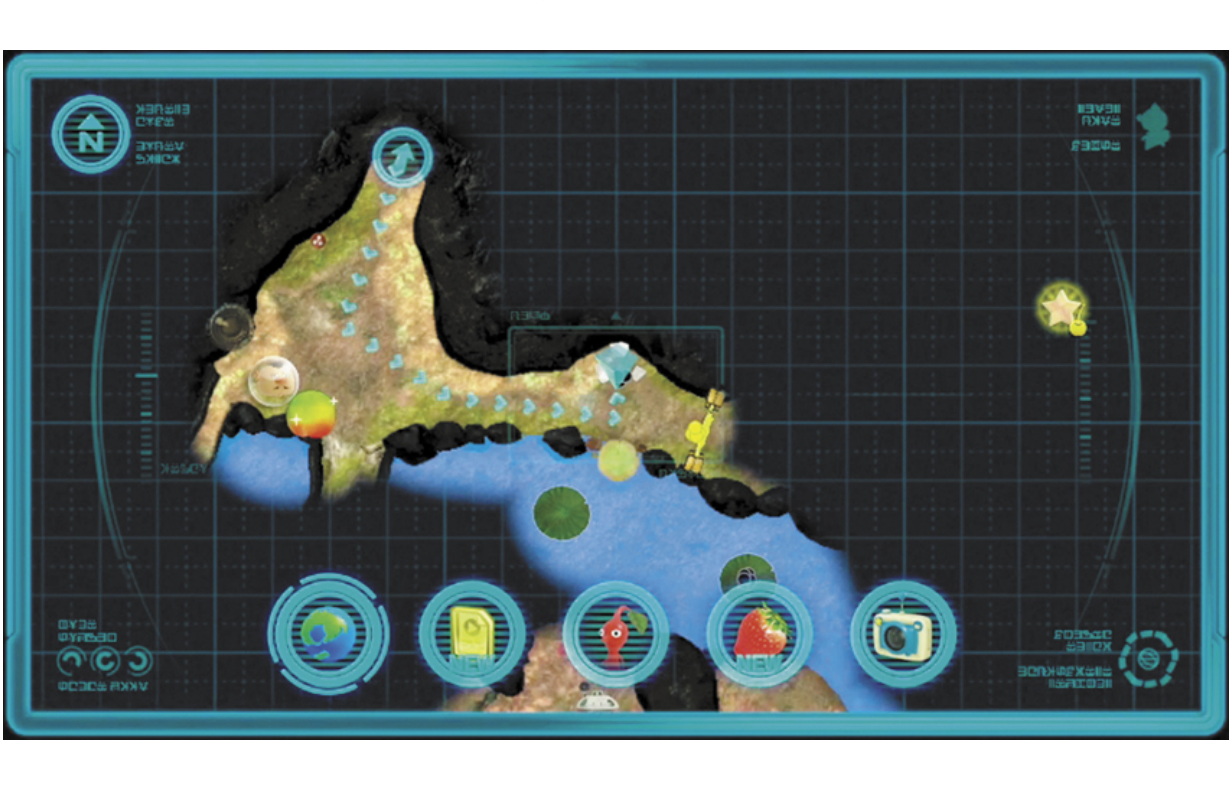
When you defeat the Puffy Blowhog, recall your Pikmin to prevent them from transporting any of the resulting objects. Destroy the nearby Spotcaps to reveal a hidden Data File, then locate the Bomb Rocks on the nearby tin can. Leave one crew member and four Yellow Pikmin near the Bomb Rocks. Switch crew members and gather the Yellow Pikmin into a small squad, then toss them up to the Bomb Rocks. Switch back to the main squad and head into the cave to the north.



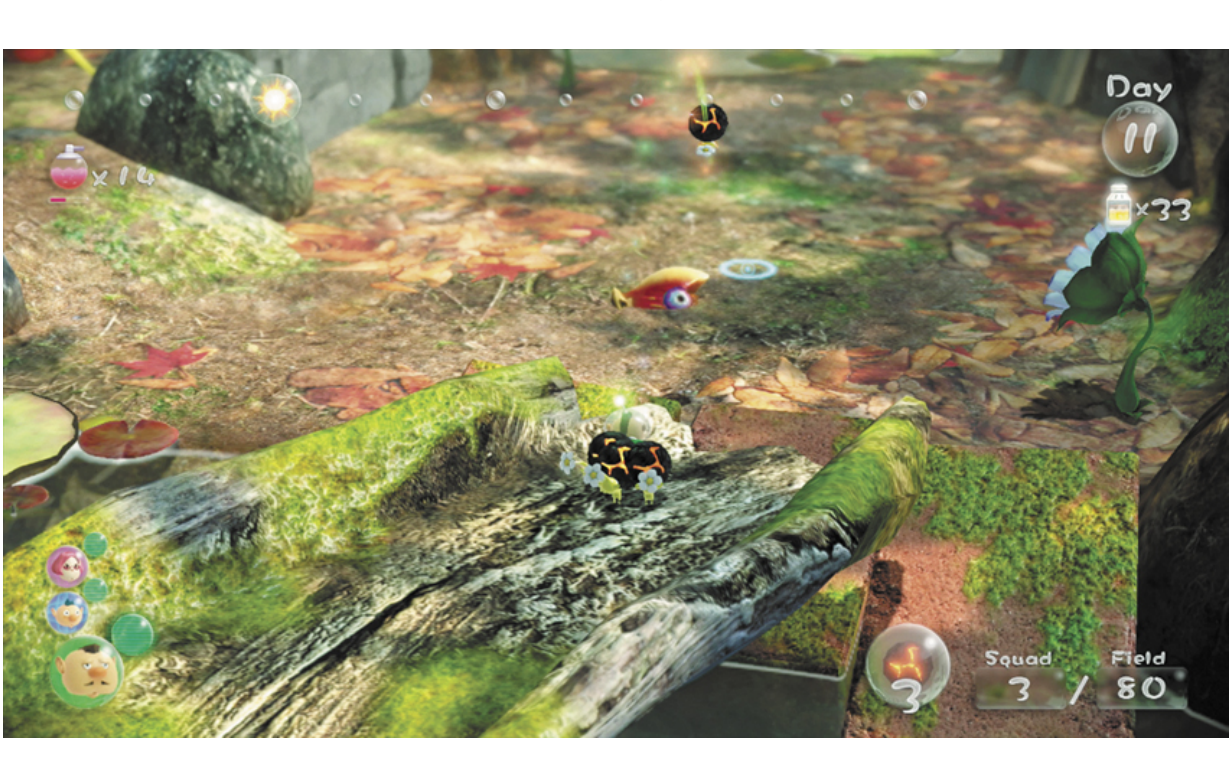
5 The cave is fairly dark, and it's filled with dangerous Water Dumples. Stick near the cave's west wall to stay safely away from the water. Move north until you reach the Electrode, then use 20 Yellow Pikmin to complete the circuit. When the cave lights up, two nearby Bloominous Stemples open.



6 Gather your Yellow Pikmin, then take the ramp up to the Bloominous Stemples. Toss all 20 of your Red Pikmin, 10 of your Yellow Pikmin, and one crew member onto the Fragment pile.



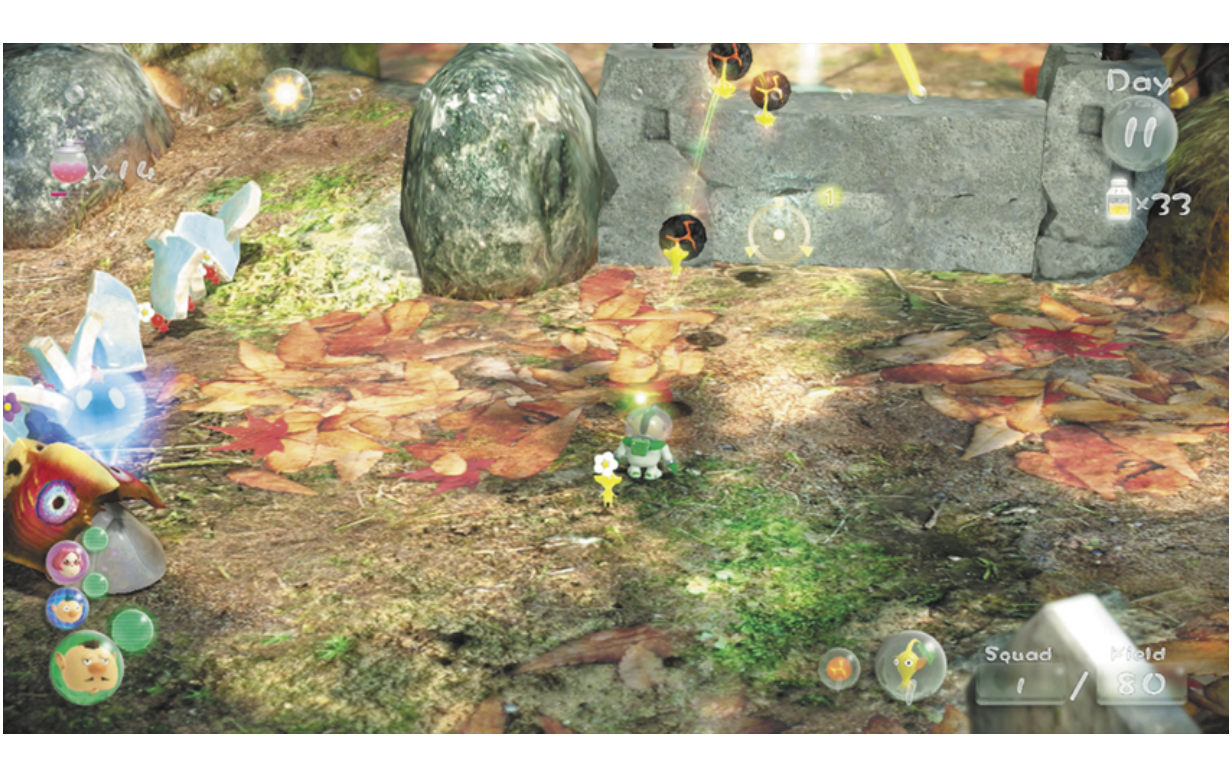
Use the "Go Here" command to plot a route back to the Pikmin you left near the Electric Gate. As what's left of the squad moves out, switch to the crew member with the Bomb Rock-carrying Pikmin.



7 There's a strip of wood that creates a one-way bridge back across the water. Move your small squad to the end of the wood and locate the half-buried Flighty Joustmite just west of the landing site. Throw one Bomb Rock near the creature—the Flighty Joustmite emerges just in time to take the full force of the explosion.

**Caution**

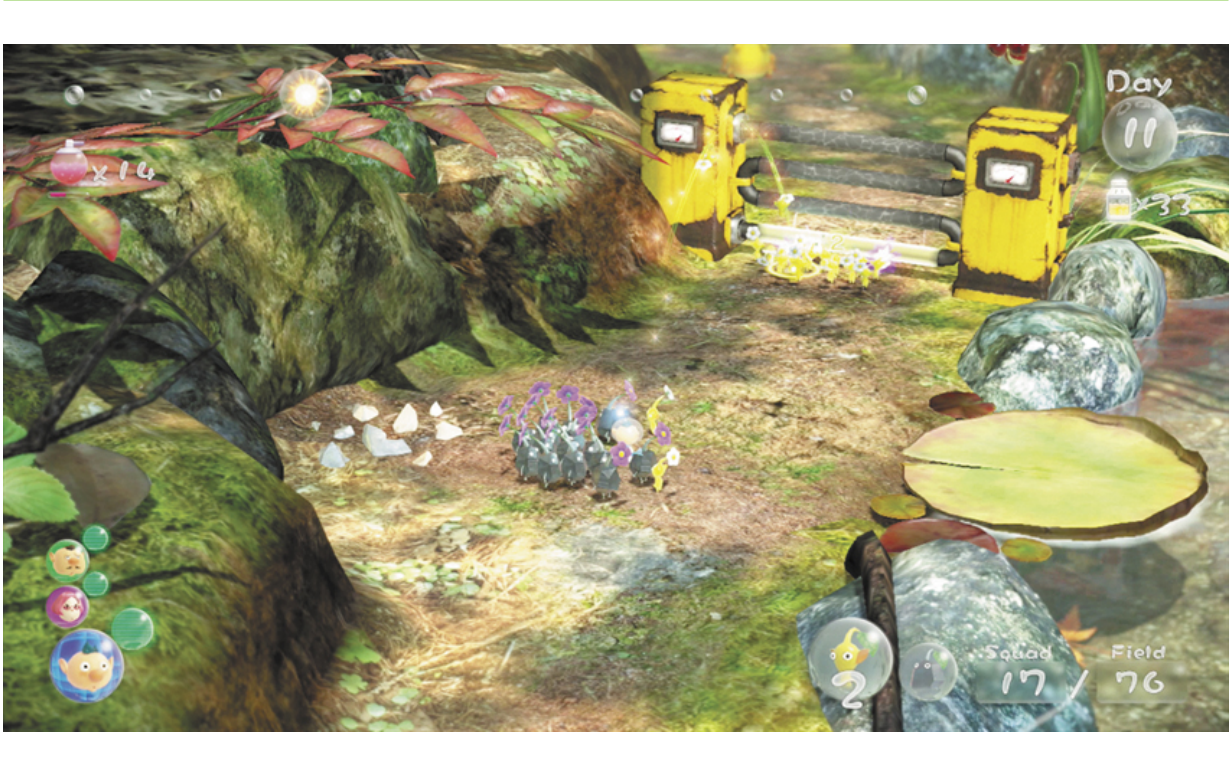
You can only spare a single Bomb Rock to deal with the Flighty Joustmite. If your attack is unsuccessful, avoid the enemy until you can assemble more Pikmin.



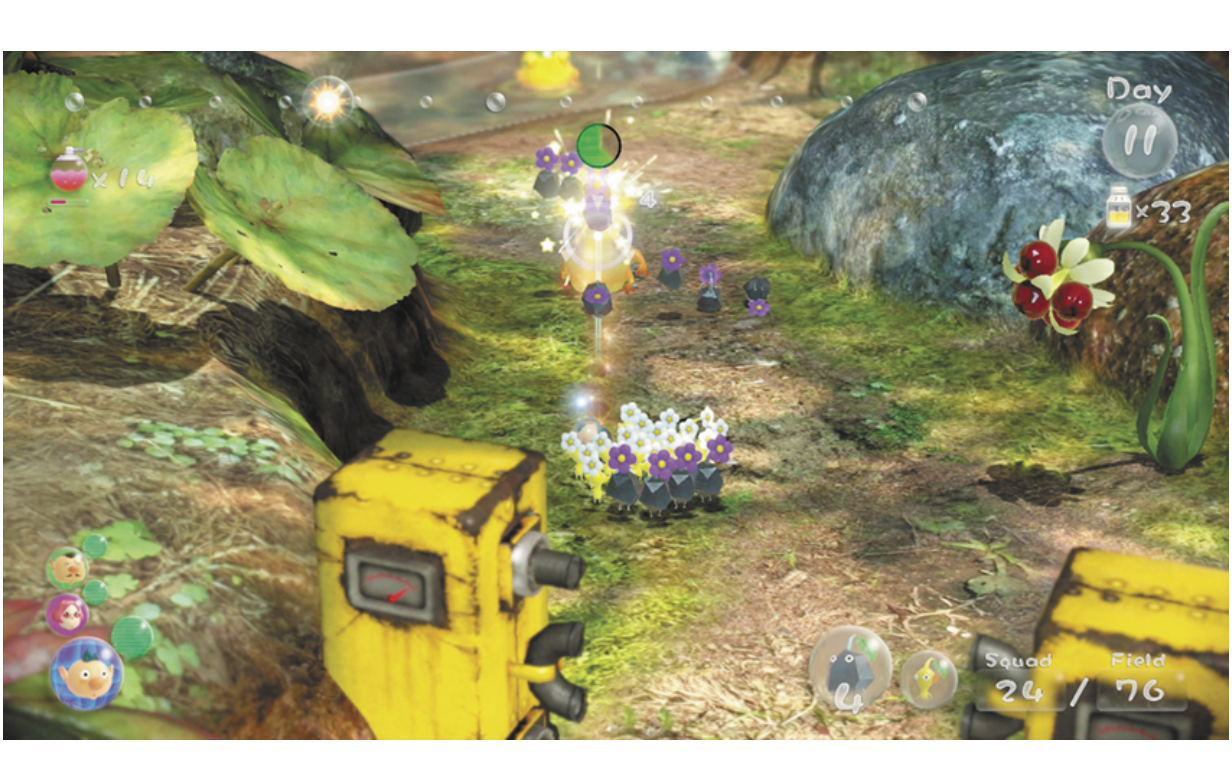
8 After you defeat the Flighty Joustmite, drop down from the wood and use the remaining Bomb Rocks to destroy the Reinforced Wall just west of the landing site. By now the second Fragment pile is almost in place, and what's left of your main squad should have reached its destination.

**Tip**

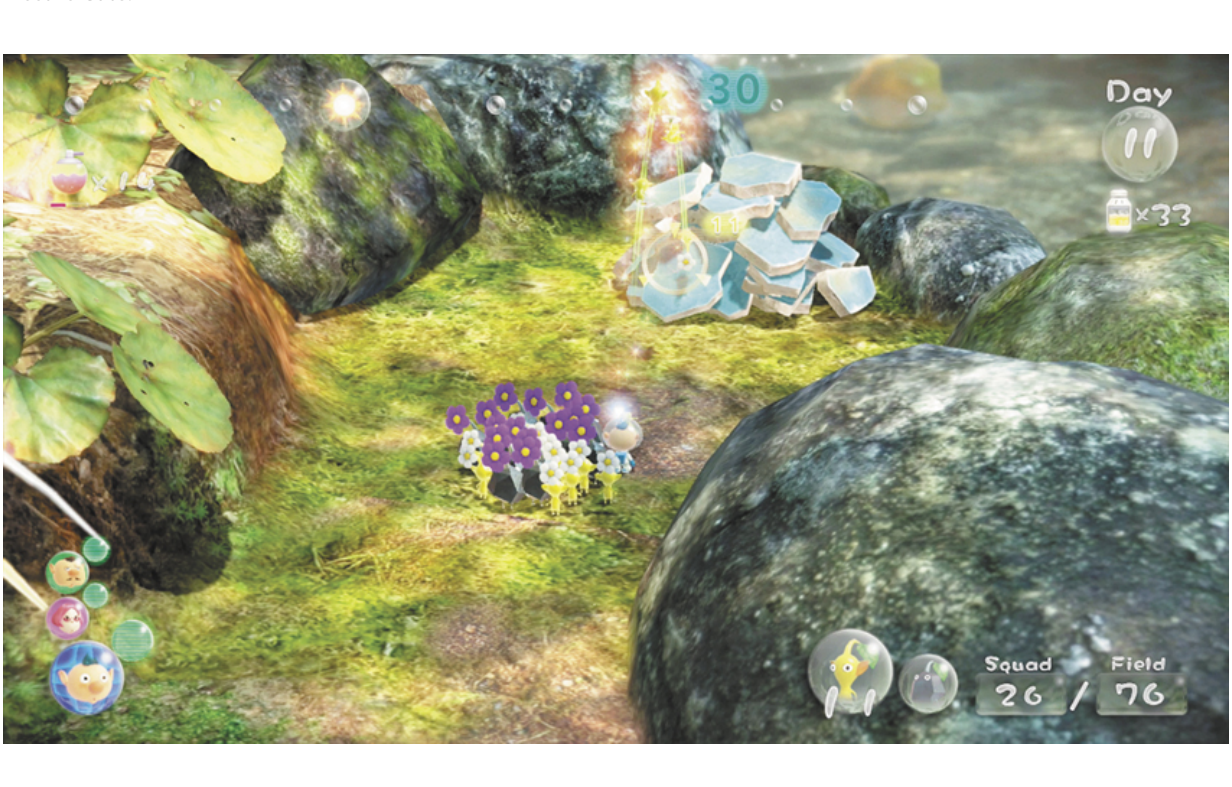
If you failed to defeat the Flighty Joustmite, collect some Rock Pikmin from the landing site's Onion and use them to finish the enemy. Switch back to the main squad when the area is secure.



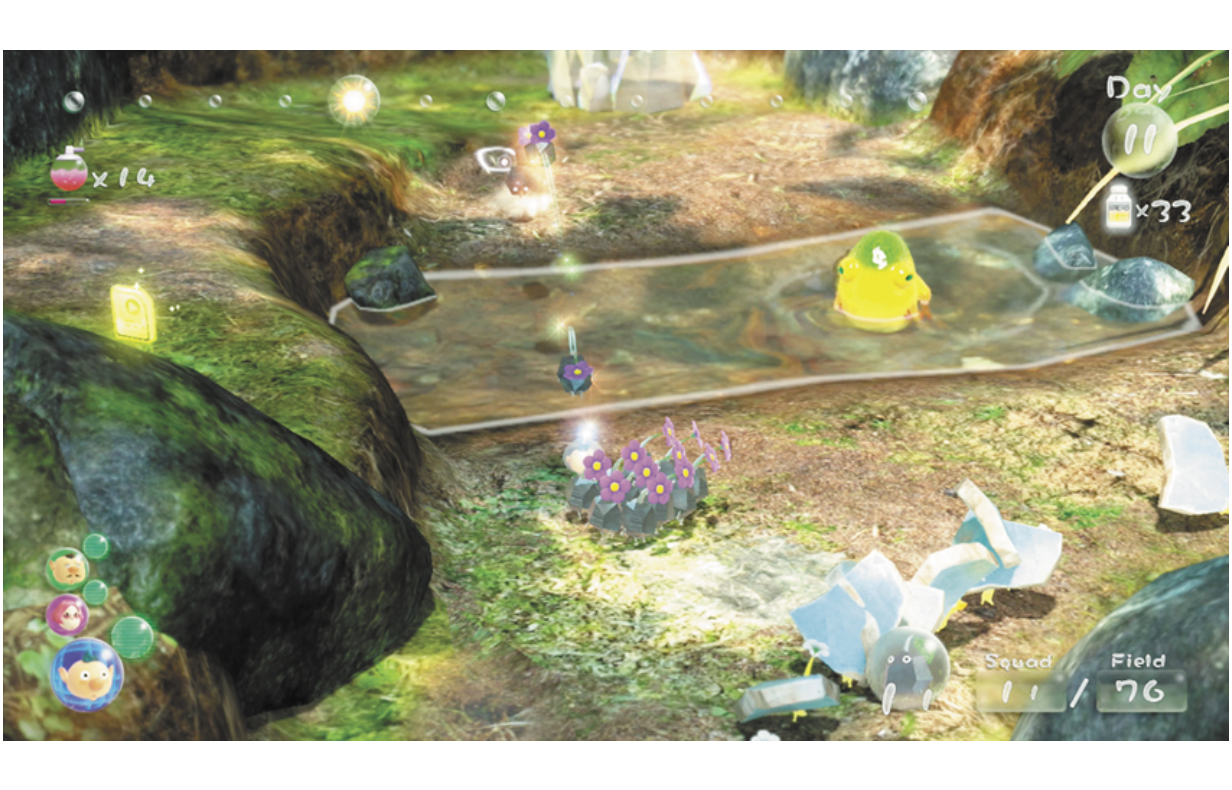
Switch back to the main squad. The Rock Pikmin should have already freed and placed the first Fragment pile, but the Yellow Pikmin are probably still working on the Electric Gate. Use the Yellow Pikmin in your squad to help complete the task.



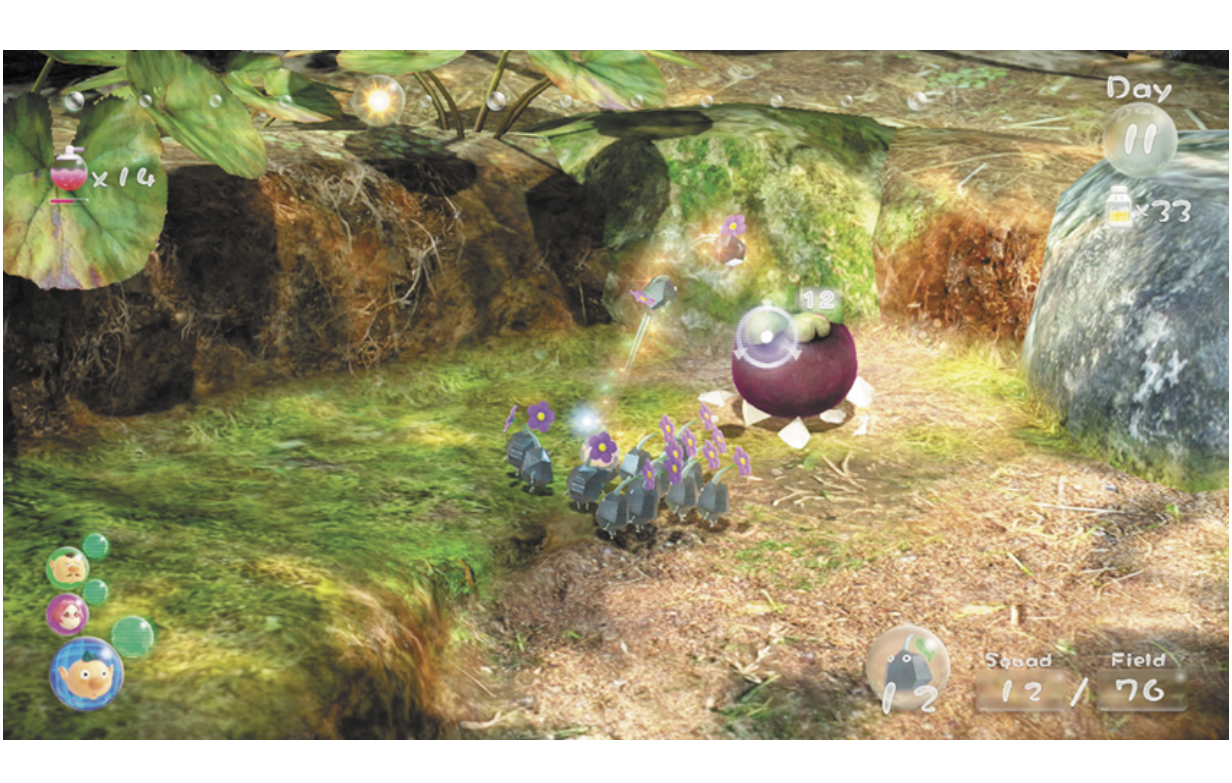
9 When the path is clear, round up the nearby idle Pikmin and head through the opening. Use your Rock Pikmin to defeat the nearest Yellow Wollywog, then assign a few Yellow Pikmin to collect the Ultra-Spicy Berries just past the remains of the Electric Gate.



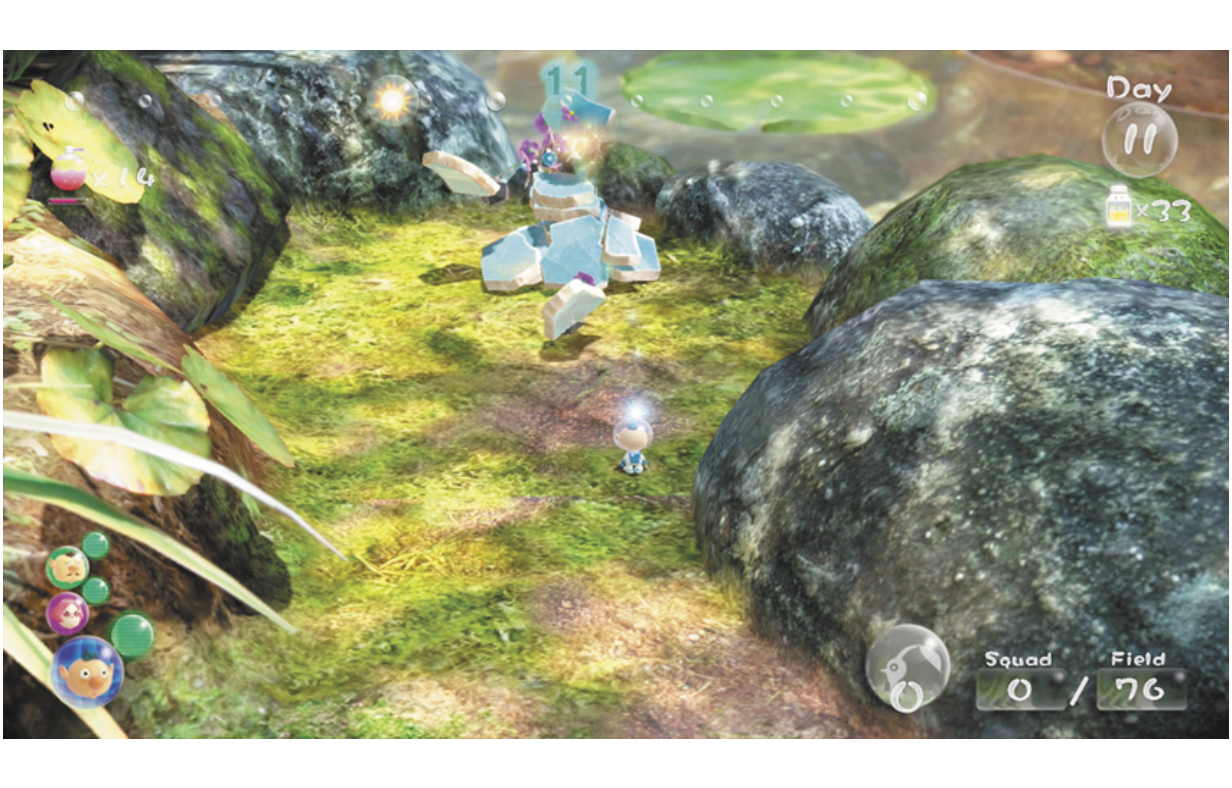
10 There's a second Yellow Wollywog in a small pool of water just ahead of you. Before you deal with that enemy, hook around the rocks to the east to find a third Fragment pile. Assign all of your remaining Yellow Pikmin to carry the Fragments, then take your Rock Pikmin and approach the waiting Yellow Wollywog.



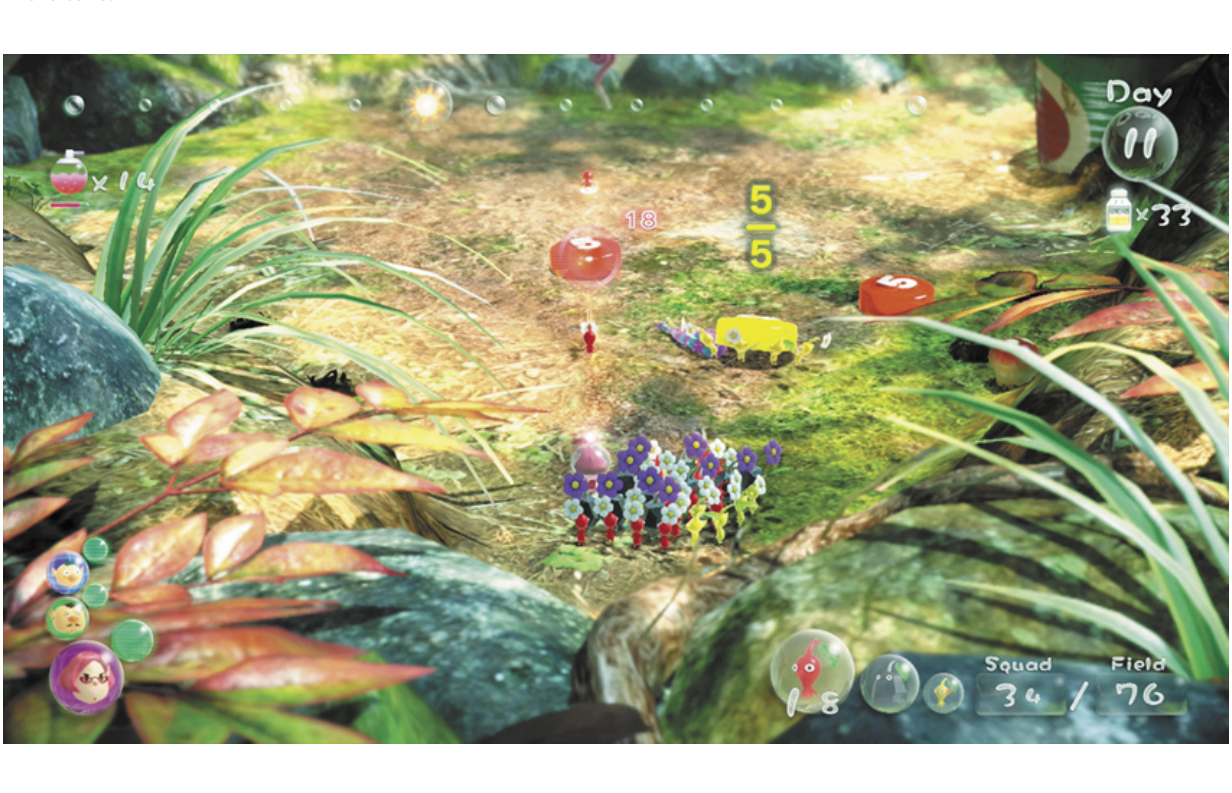
Throw all of your Rock Pikmin across the water. As you do, the Yellow Wollywog is bound to attack. Your Rock Pikmin will be fine, but make sure you keep your crew member out of danger.



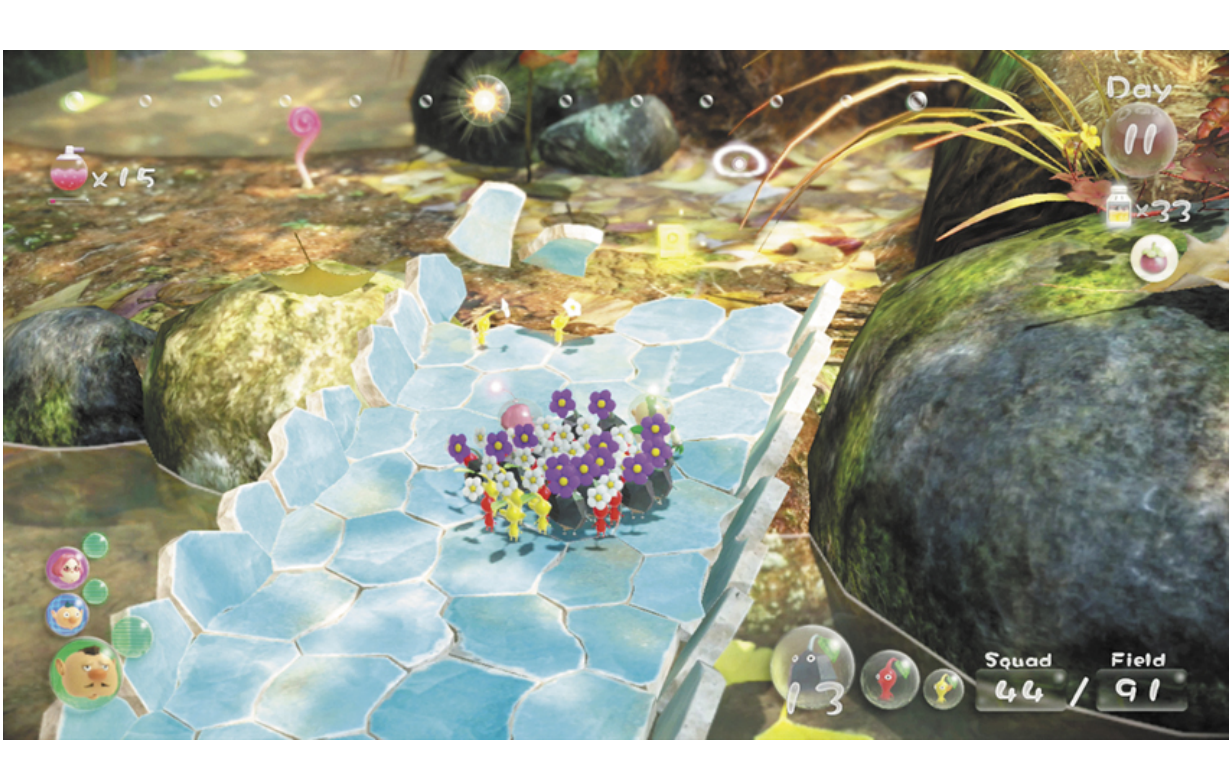
11 With the currently available Pikmin, it's best to avoid combat so close to water. When you throw the last of your Rock Pikmin, move across the water and reform the squad. Move away from the water to ensure the Yellow Wollywog loses interest in fighting, then use your Rock Pikmin to free a (Dapper Blob (mangosteen) from the Large Crystal along the enclosure's north edge. Assign three Pikmin to carry the fruit, then use the nearby ramp to move back across the water.



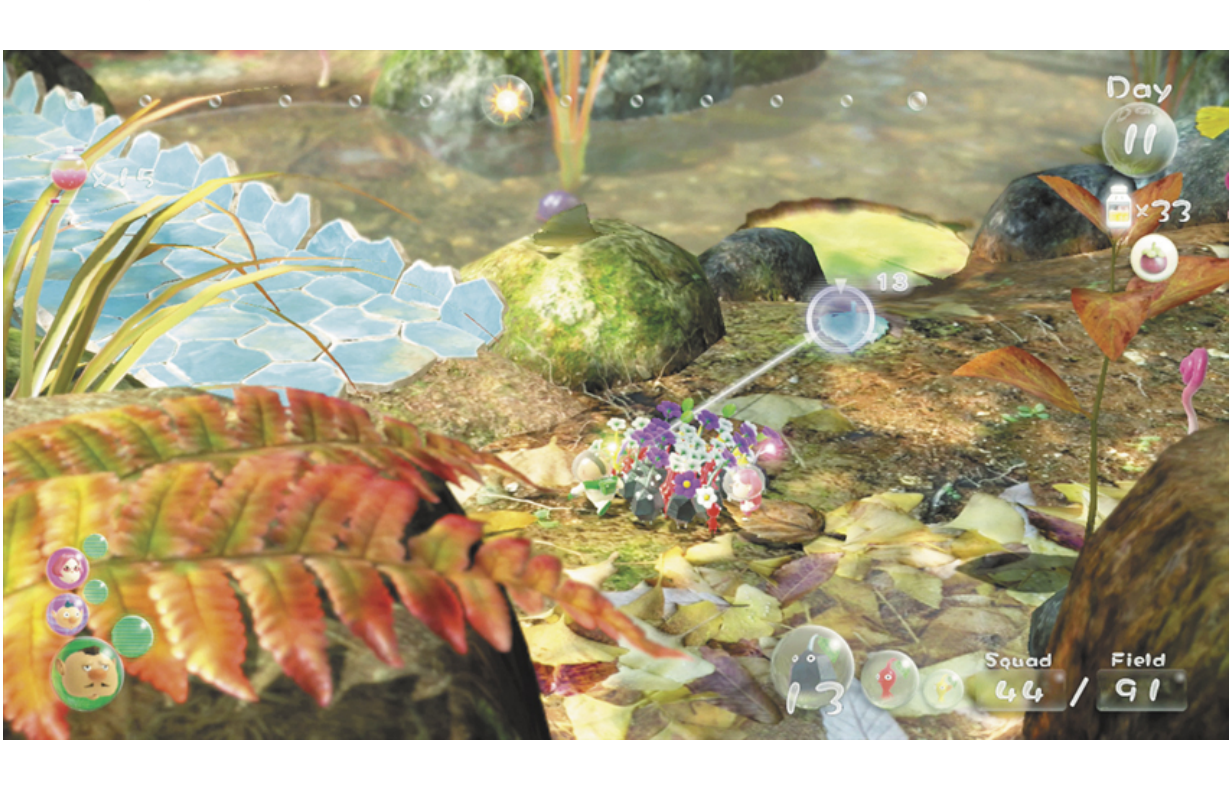
Assign what's left of your squad to carry any remaining Fragments from the third pile, then switch to the crew member you left in the cave.



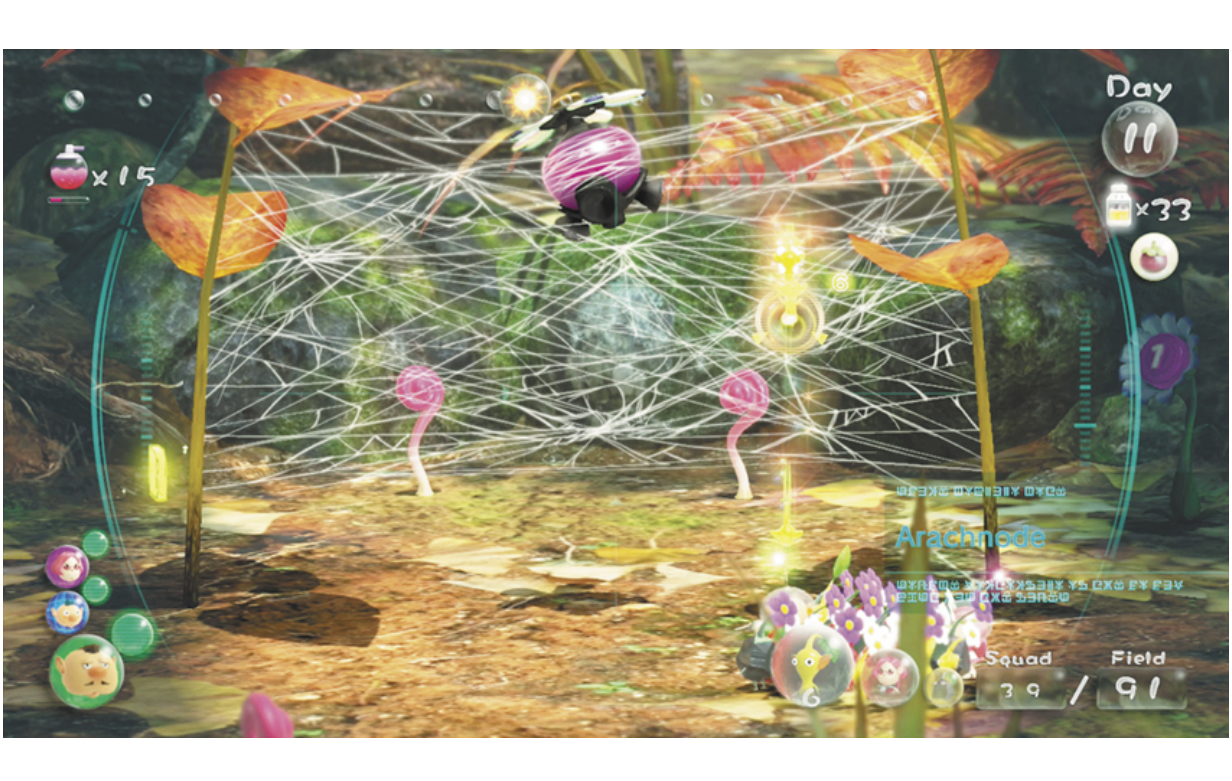
Gather the idle Pikmin that have returned from transporting the second Fragment pile—this is now your new main squad. Head down the ramp and exit the cave. If you like, you may now assign Pikmin to carry the defeated Puffy Blowhog and any pellets the creature left behind.



12 Lead the squad across the water and back toward the ship. Merge with the small squad that destroyed the Reinforced Wall, then continue to the bridge you've been constructing just south of the landing site. If construction is not complete, wait for the last Fragments to be delivered.



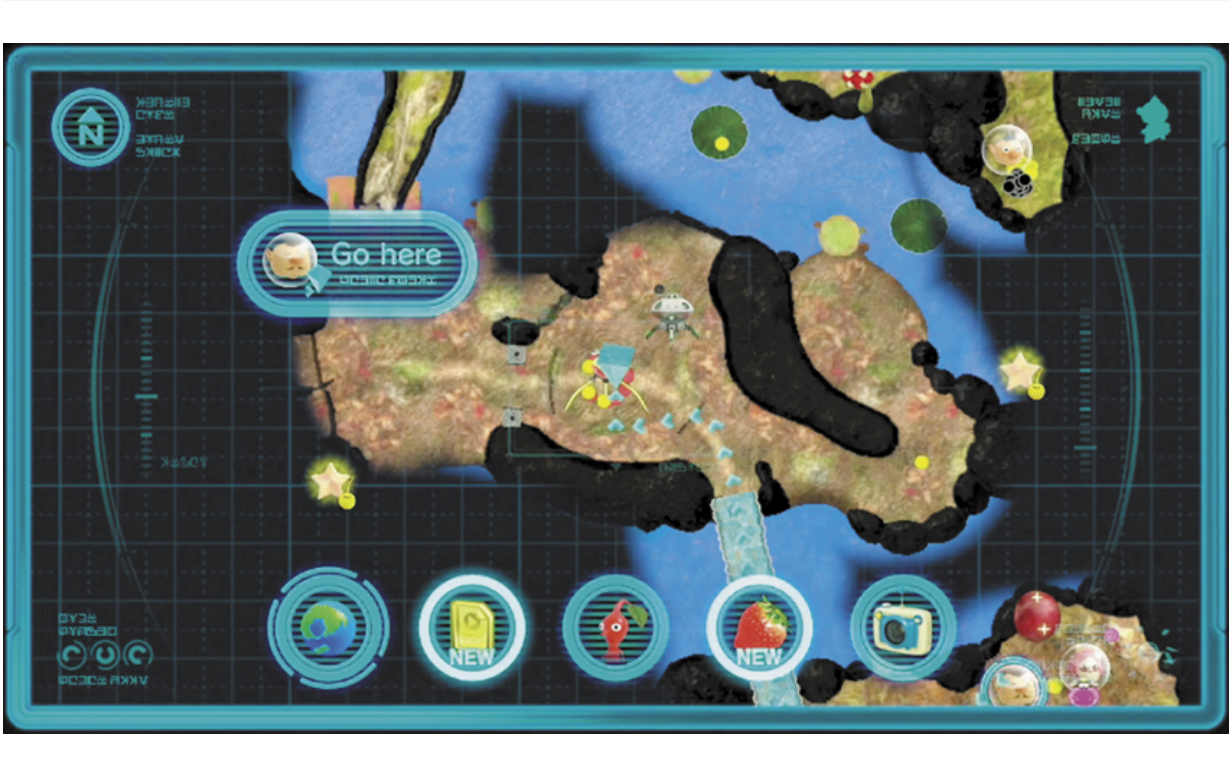
When the bridge drops into place, search for the two Desiccated Skitter Leaves hiding just across the water. Throw a Pikmin onto each of the camouflaged enemies, then call them back to prevent them from running off with the bodies.



13 When it's safe, lead your squad over to the ensnared Onion. Lock onto the Arachnode, clinging to the web, then hit it with a volley of Yellow Pikmin. As your Pikmin latch on, the Arachnode emerges from its shell and skitters around the web. Your Yellow Pikmin should be able to reach it virtually anywhere it runs, so keep attacking. When you defeat the Arachnode, the web snaps, the Onion unfolds, and a single sprout falls to the ground.

**Tip**

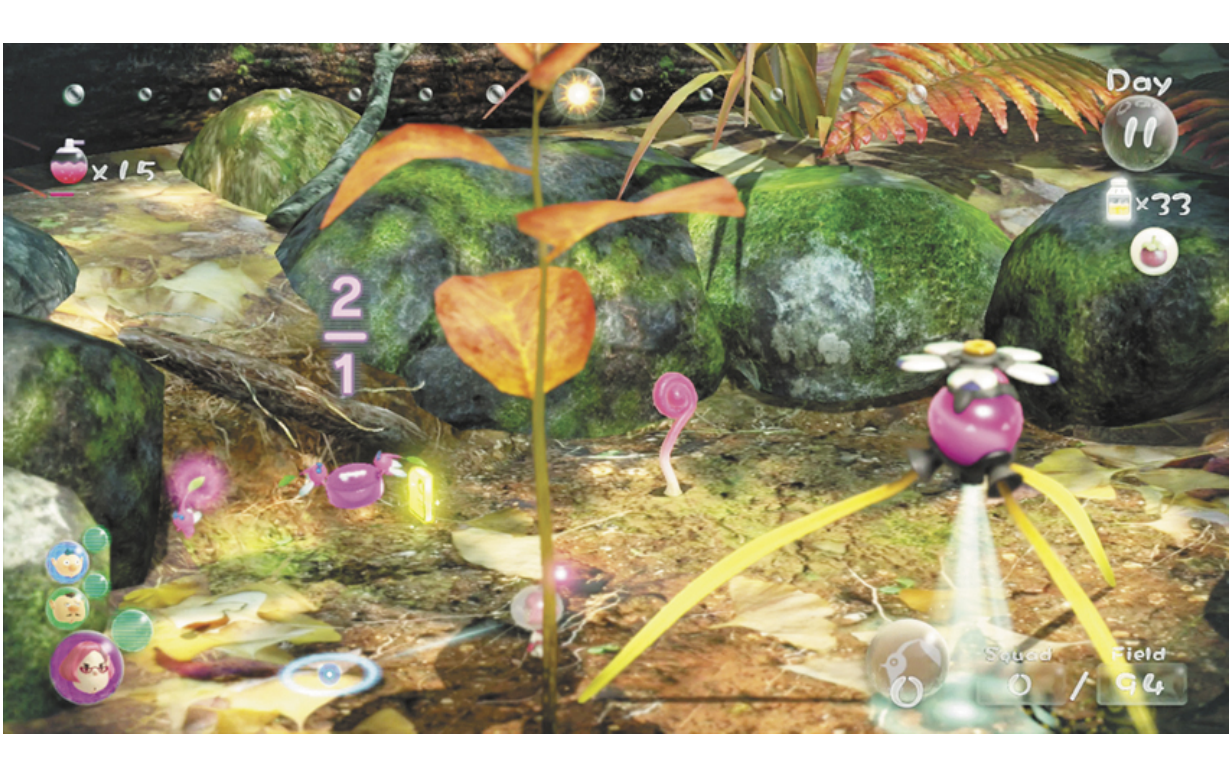
If the sprout doesn't appear, it means you have too many Pikmin in the field. Return to the landing site and send some Pikmin back into the Onion.



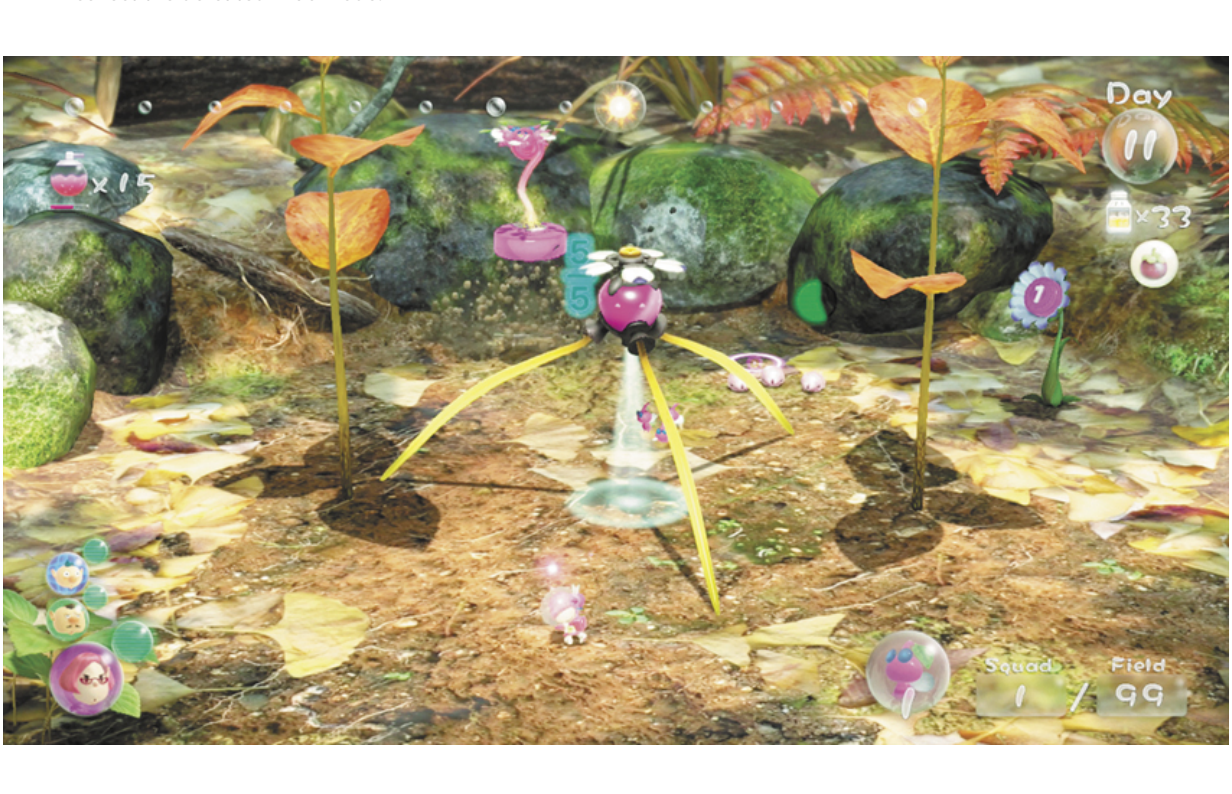
Round up your main squad and toss one crew member near the Winged Pikmin sprout. Now that the area is secure, you won't be needing the bulk of your Pikmin. Use the "Go Here" command to send your main squad back to the landing site.

**Note**

As you go about your business, watch for the notification that your crew member has reached the landing site. When this happens, switch to that crew member, return the main squad to the Onion, then switch back to the crew member near the Winged Pikmin.



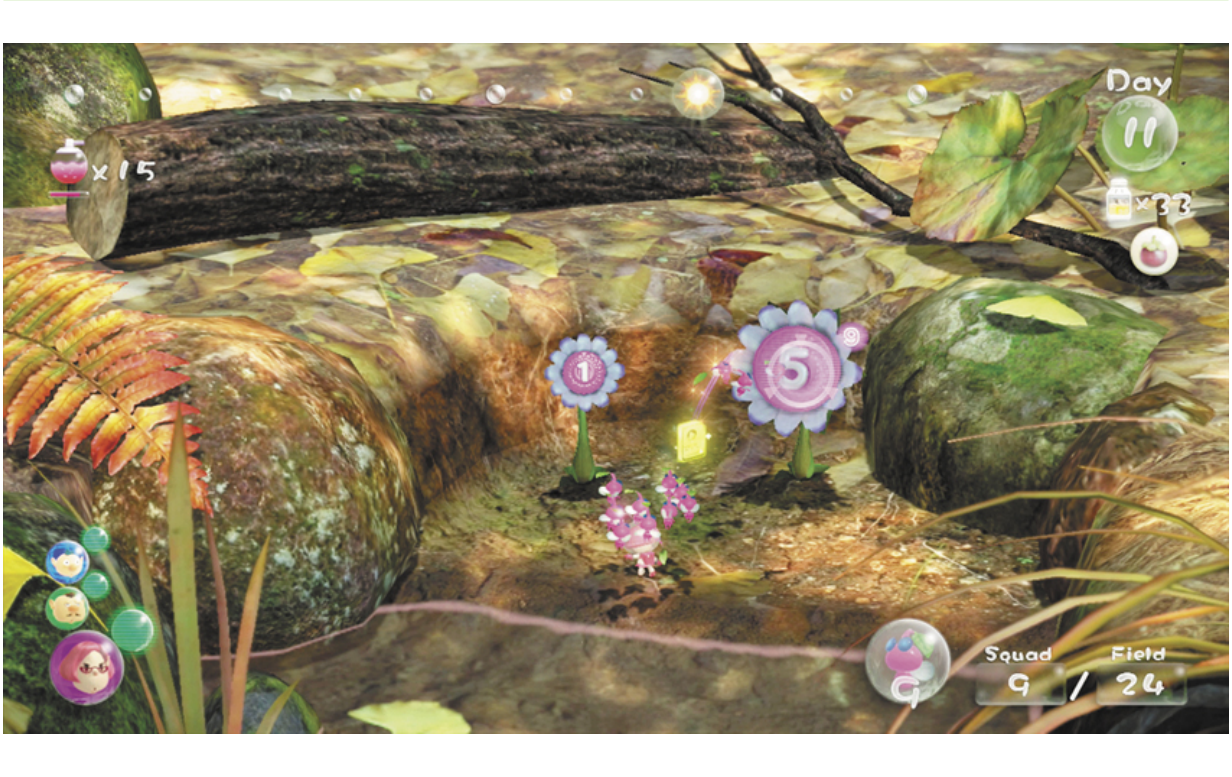
As your main squad returns to the landing site, switch to the crew member near the Winged Pikmin's Onion. Pluck the sprout and use the Winged Pikmin to collect the pellet from the nearby Pellet Posy. Pluck the resulting sprouts and have all three Pikmin collect the defeated Arachnode.



Winged Pikmin are able to pull Flukeweeds. These strange pink plants are usually attached to buried objects. The number of Winged Pikmin required to pull a Flukeweed is generally determined by the size of the attached object. As your Winged Pikmin grow in number, use them to pluck the Flukeweeds surrounding their Onion. In addition to pellets, you'll find a cluster of Female Sheargrubs. Attack these enemies and have the Winged Pikmin carry them to the Onion as well.

**Tip**

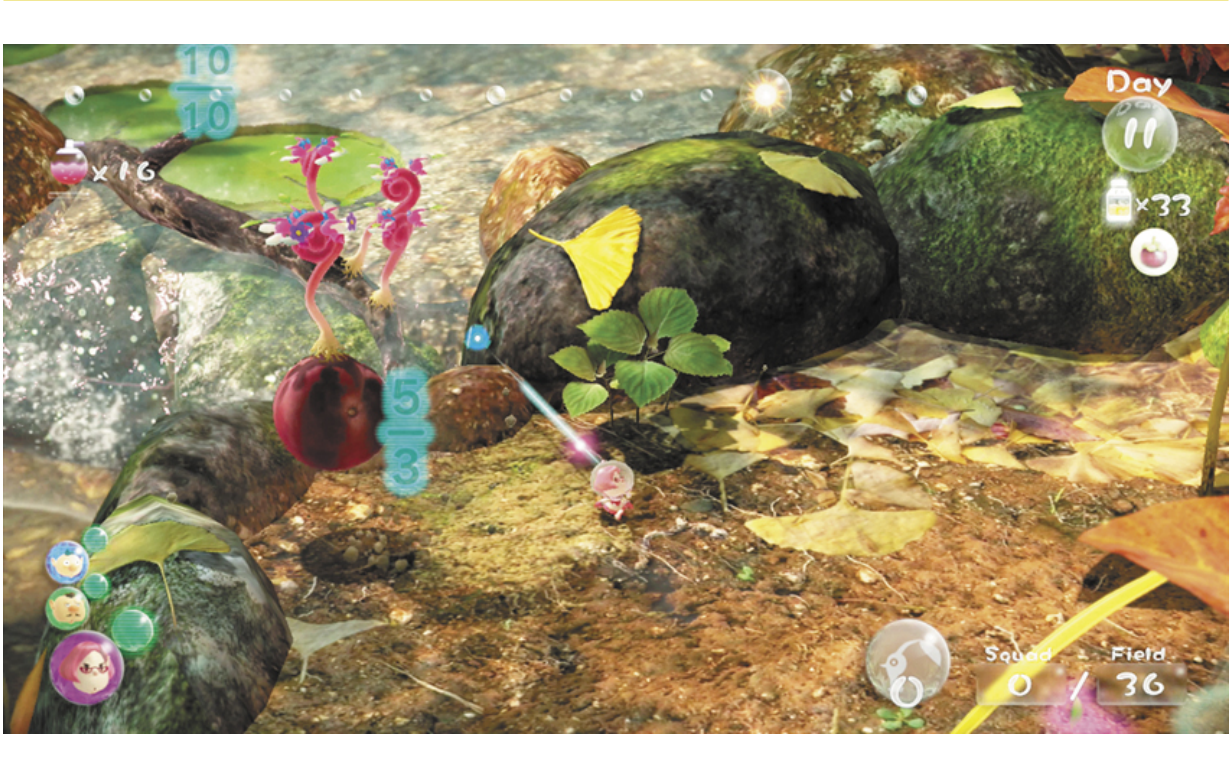
One of the Flukeweeds north of the Onion is attached to a piece of fruit. Use the in-game map to identify this Flukeweed, and avoid pulling it until you've finished collecting the other available items. You don't want any of your Winged Pikmin leaving the area while they could be gathering other objects.



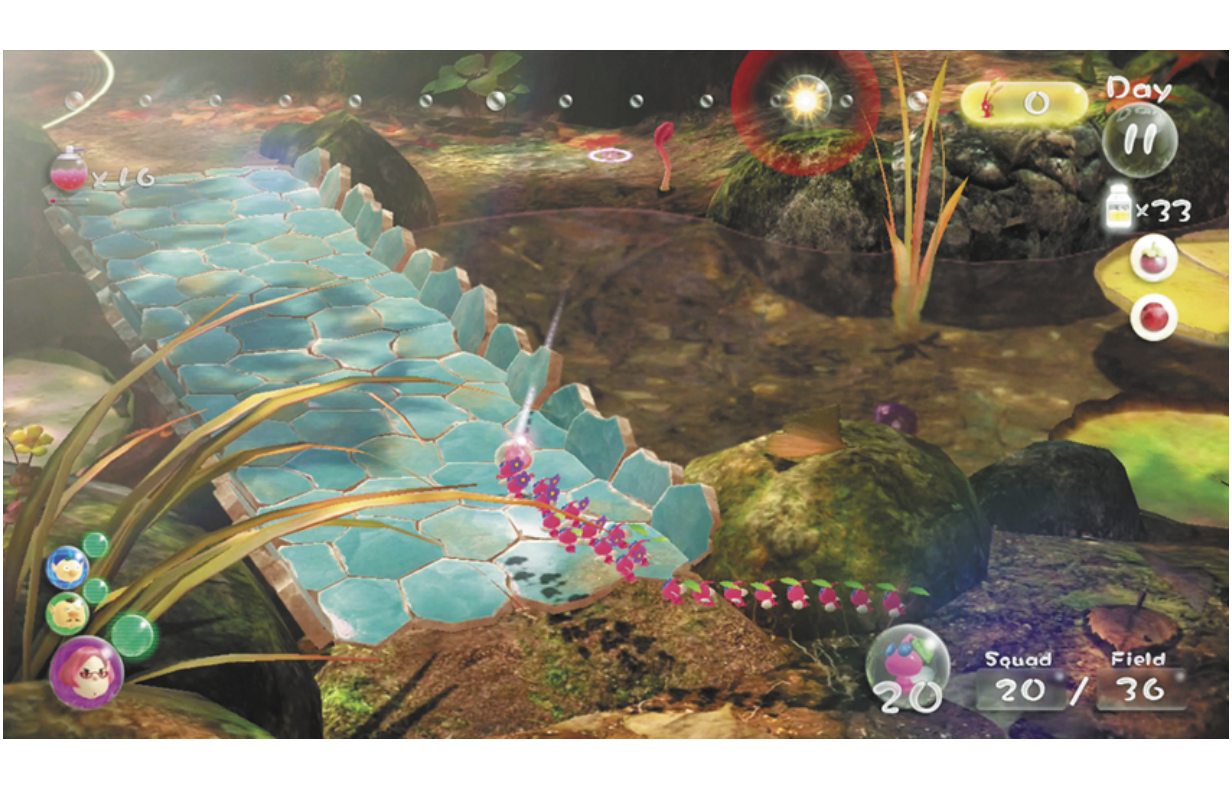
14 There are two Pellet Posies southwest of the Winged Pikmin's Onion. Lead your Winged Pikmin across the pool of water to collect these pellets before you leave the area.

**Note**

Winged Pikmin can fly over water, but throwing one into the water will cause it to drown. When a crew member is standing in water, his or her Winged Pikmin cannot be thrown. In these situations, you must have all of your entire squad charge the intended target.



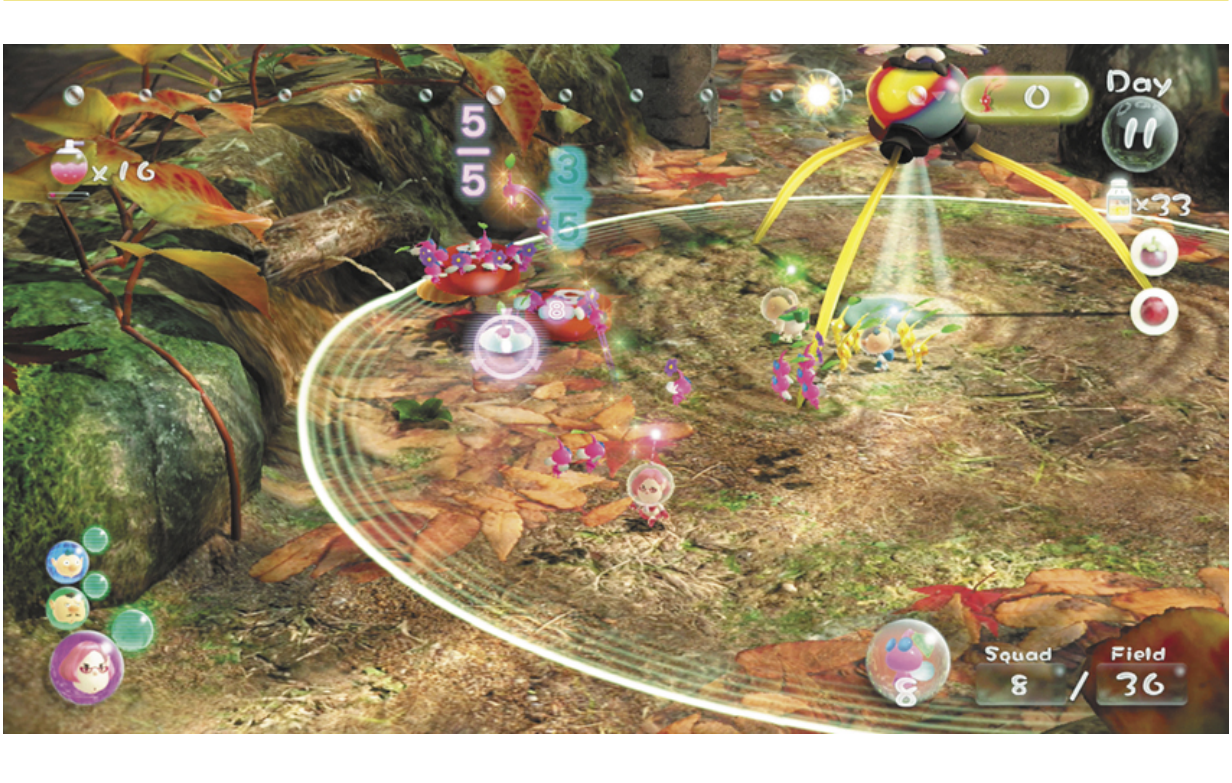
15 Grab the Desiccated Skitter Leaves you defeated near the bridge and pull the nearby Flukeweeds. When there's nothing left to gather, return to the Winged Pikmin's Onion and pluck any remaining sprouts. Assign 5 Winged Pikmin to pull the Flukeweed just north of the Onion, then have 10 Winged Pikmin pull the Flukeweeds connected to the nearby branch. As one group unearths the buried Lesser Mock Bottom (plum), the other group pulls the branch out of the water.



With the branch out of the way, the water flows freely, carrying Lily Pads through the rest of the Twilight River. When this happens, you receive a distress call from someone assumed to be Captain Olimar. Although you're now able to reach him, there isn't much time left in the day. Allow five Pikmin to carry the Lesser Mock Bottom back to the landing site while you gather any remaining Winged Pikmin.

**Note**

Players familiar with the series will recognize the source of the distress call as Louie, Captain Olimar's partner. Although the crew believes him to be Olimar, it's important to know this character's true identity when following this walkthrough.



Head back to the landing site and allow your Winged Pikmin to drink the Nectar left by the Iridescent Flint Beetle. After they mature, have them carry any available pellets and defeated enemies back to their Onion. As time winds down, switch to the crew member you left near the third Fragment pile. Gather the idle Pikmin that have returned from the bridge, as well as any Pikmin still gathering Ultra-Spicy Berries. Watch the timer and cultivate as many Winged Pikmin as you can before the day ends.

**Progress Report: Day 11**

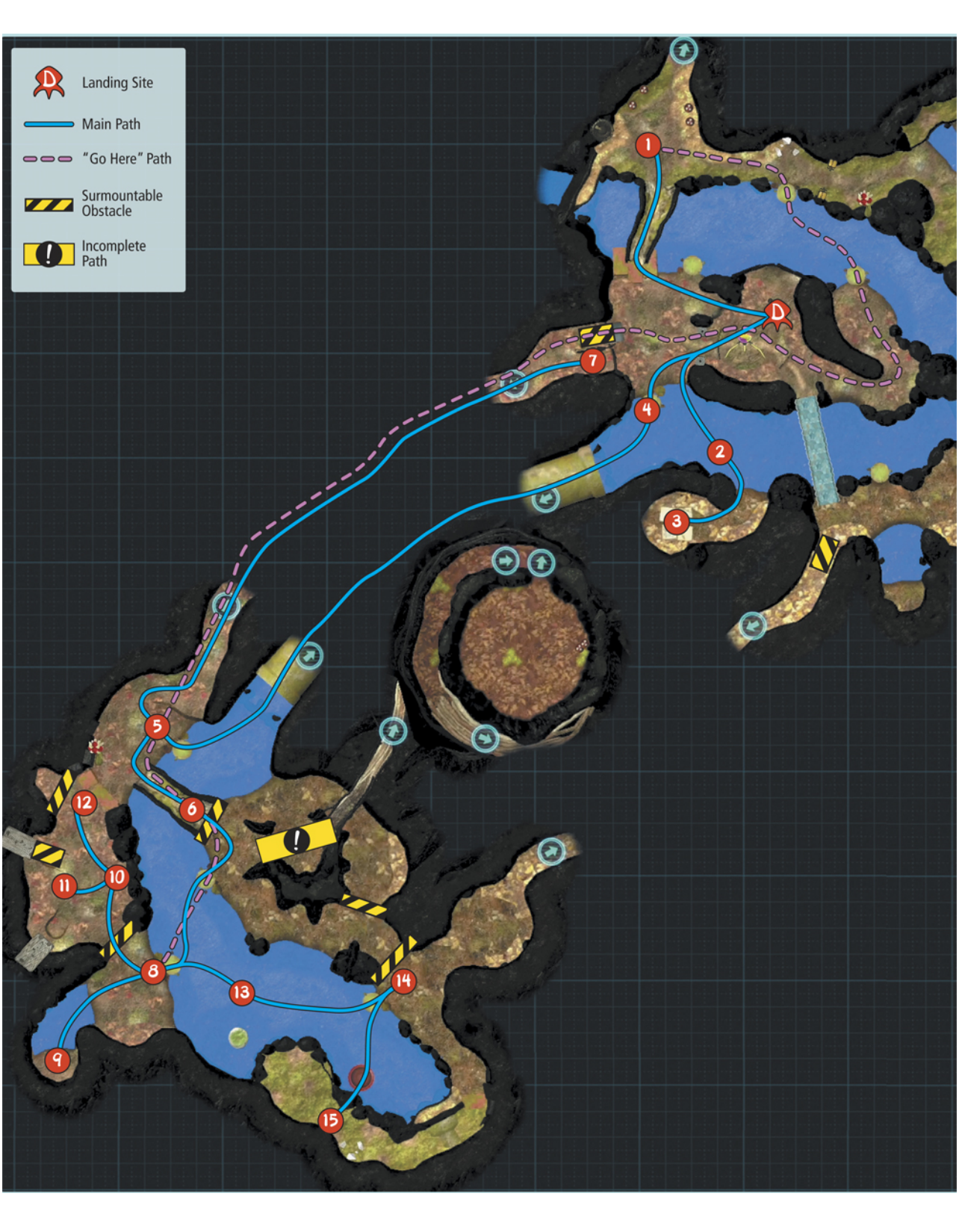
Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 11:

- Destroy the Reinforced Wall west of the landing site.
- Collect a Dapper Blob.
- Build the bridge south of the landing site.
- Acquire the Winged Pikmin.
- Collect a Lesser Mock Bottom.
- Cultivate at least 25 Winged Pikmin.

If you left any of these tasks unfinished, you may find it difficult to keep pace with the rest of the walkthrough.

Return to the Twilight River when you're ready to begin Day 12.

# Day 12 - Twilight River

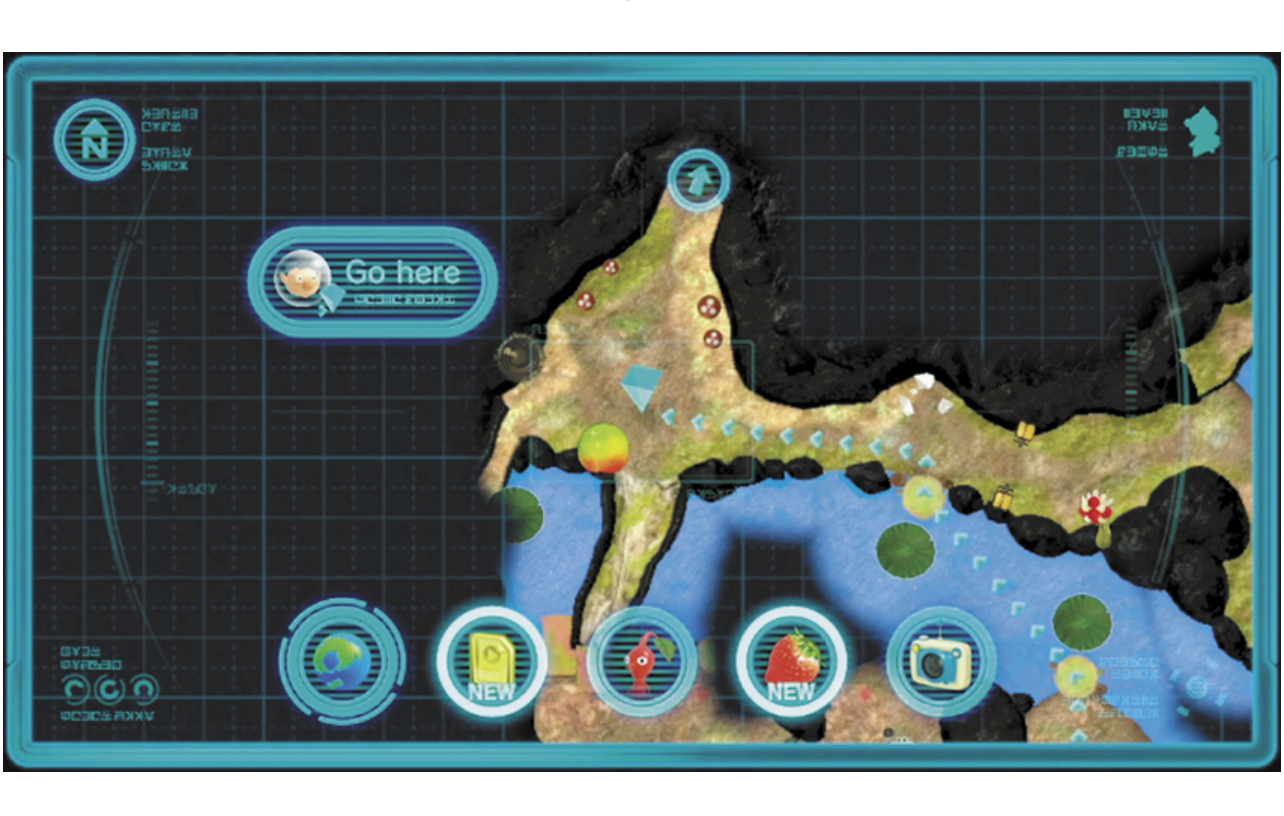


Map: Twilight River

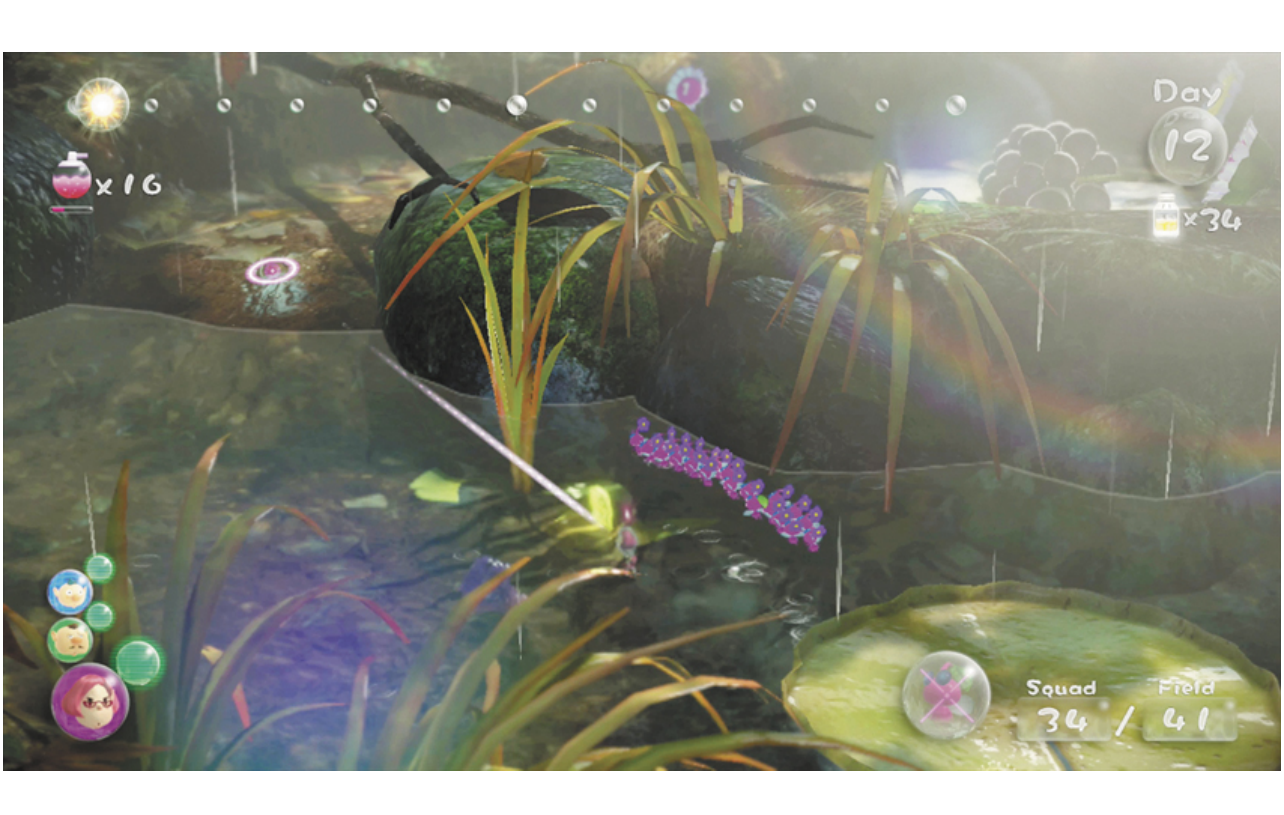
Remaining Juice: 34 canisters

Objectives: Explore the area downstream, build a bridge toward the source of the signal, and continue collecting fruit.

Now that the water is flowing properly, you're able to access much more of the Twilight River. Explore the new area, search for the source of the distress call, and ready your crew for a daring rescue.



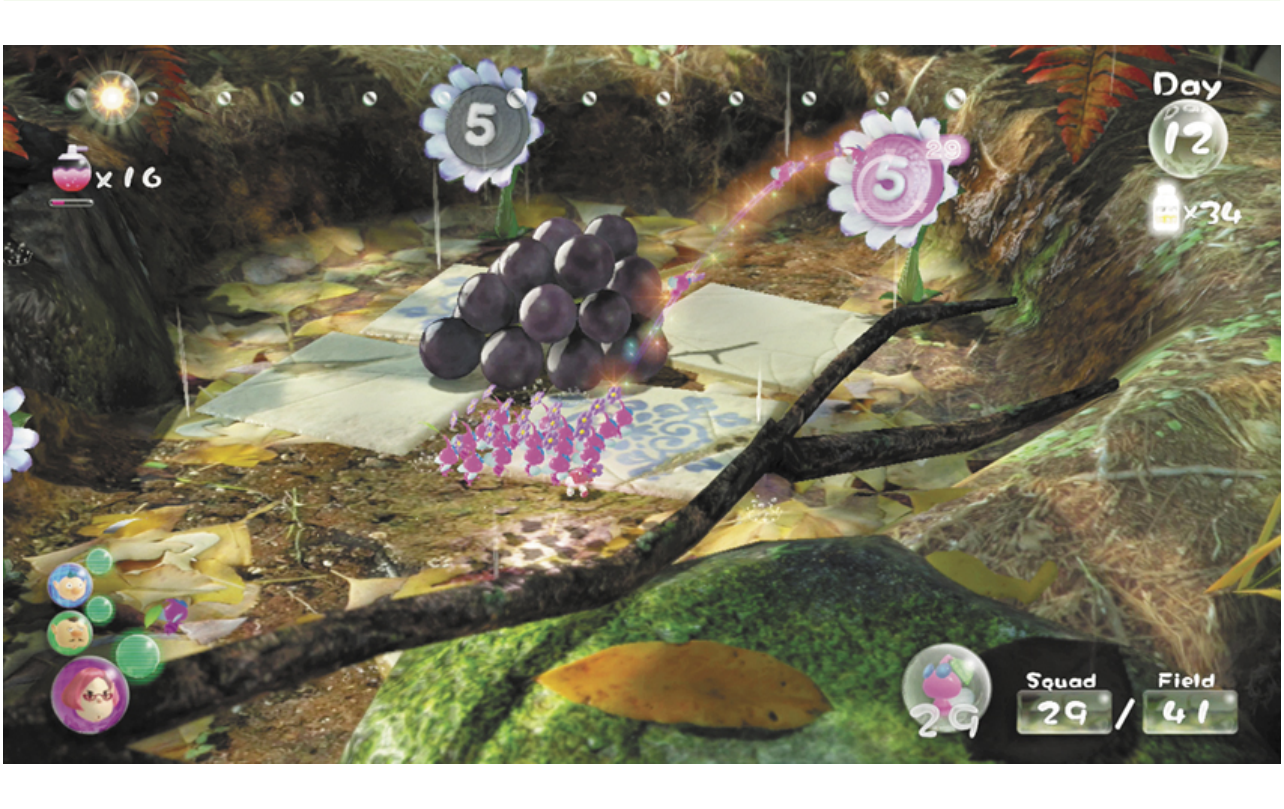
1 When the day starts, move under the Onion and dismiss the squad to separate your crew members. Collect four Yellow Pikmin and three Winged Pikmin from the Onion, then use the "Go Here" command to send the small squad across the water to the north. Choose a spot near the Bomb Rocks you discovered on the previous day.



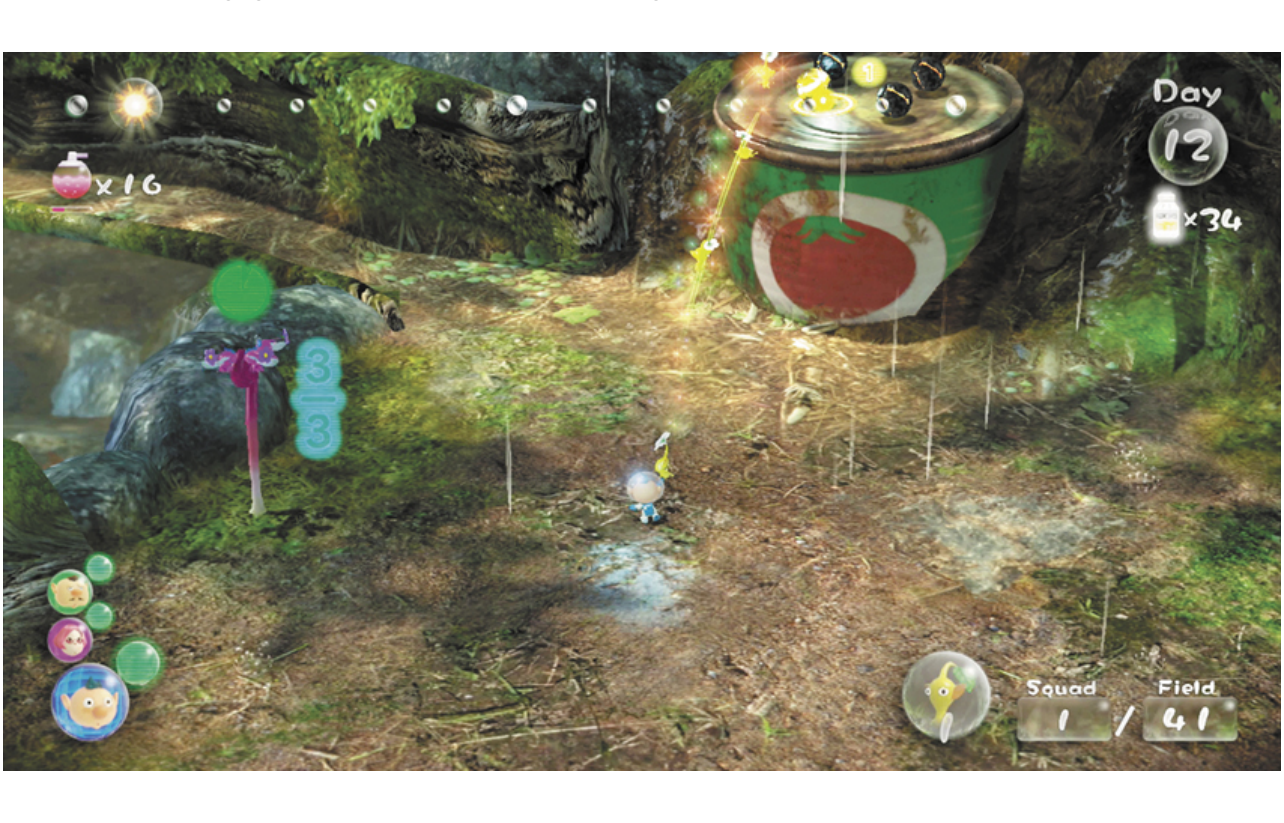
2 Switch crew members and use all of the remaining Winged Pikmin to form your main squad. Lead this squad through the remains of the Reinforced Wall to the west, then head through the water to the south. Watch out for the Water Dumple lurking in the area—the Winged Pikmin stay safely above the water's surface, but your crew member is still vulnerable to attack. Grab the submerged Data File, then climb up to the small enclosure at the water's edge.

**Tip**

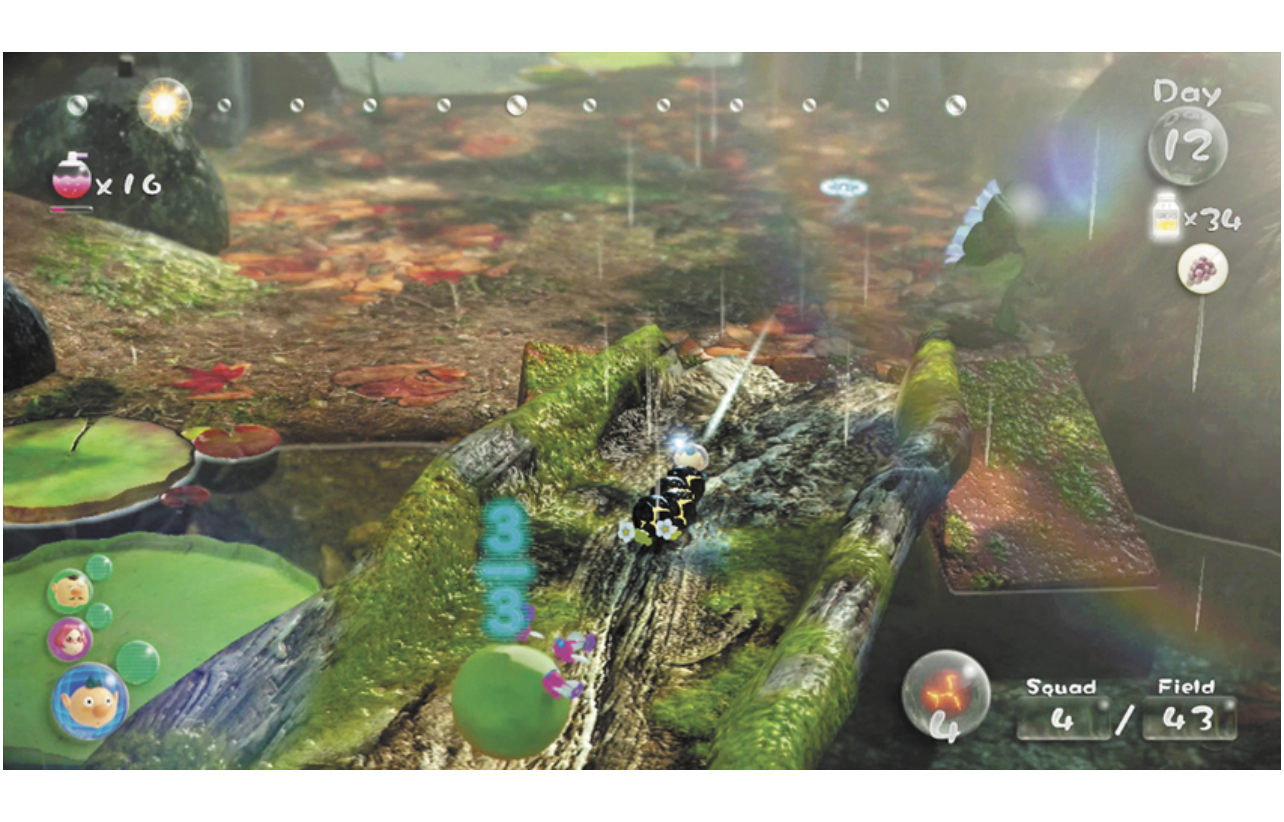
Leave the third crew member under the Onion to automatically pluck new sprouts.



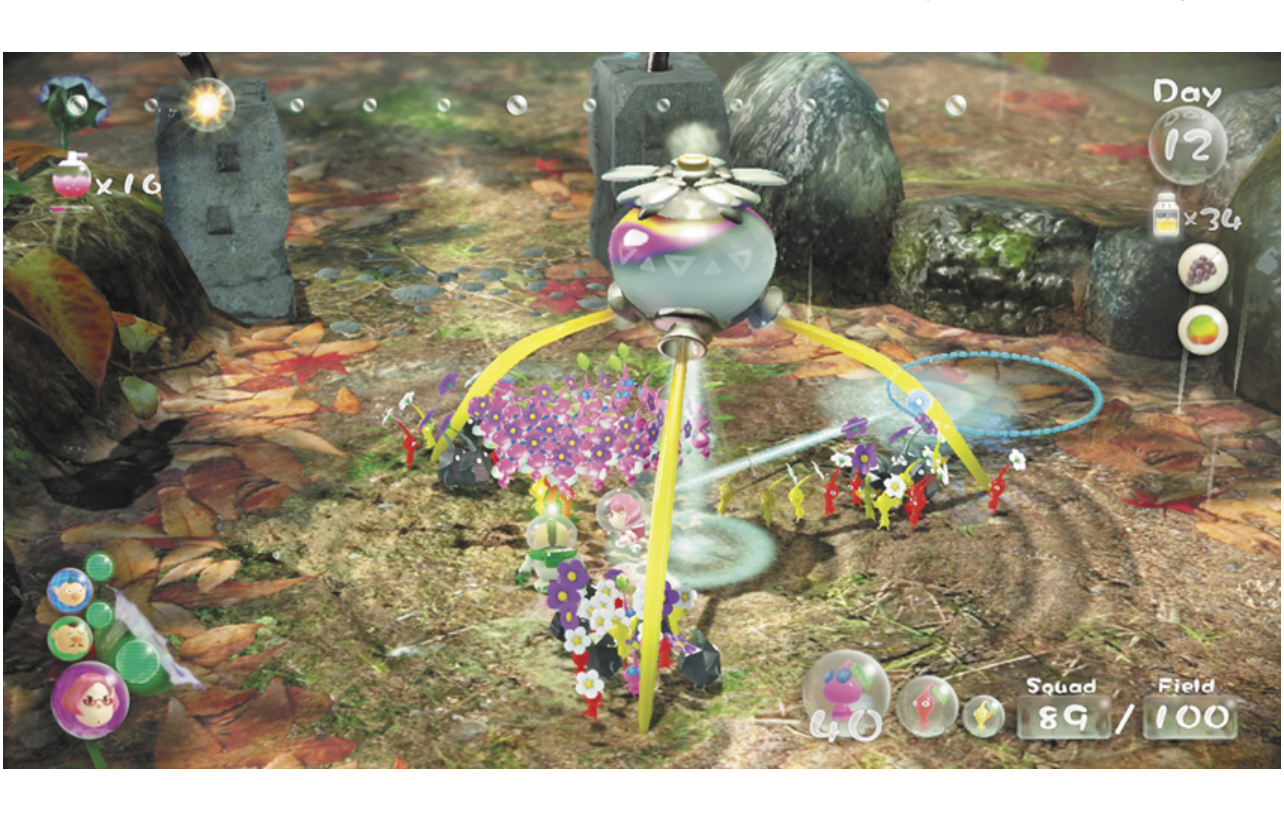
3 Assign the required number of Winged Pikmin to gather the pellets from the surrounding Pellet Posies, then send the rest of the squad charging into the purple Dusk Pustules (purple grapes) at the center of the enclosure.



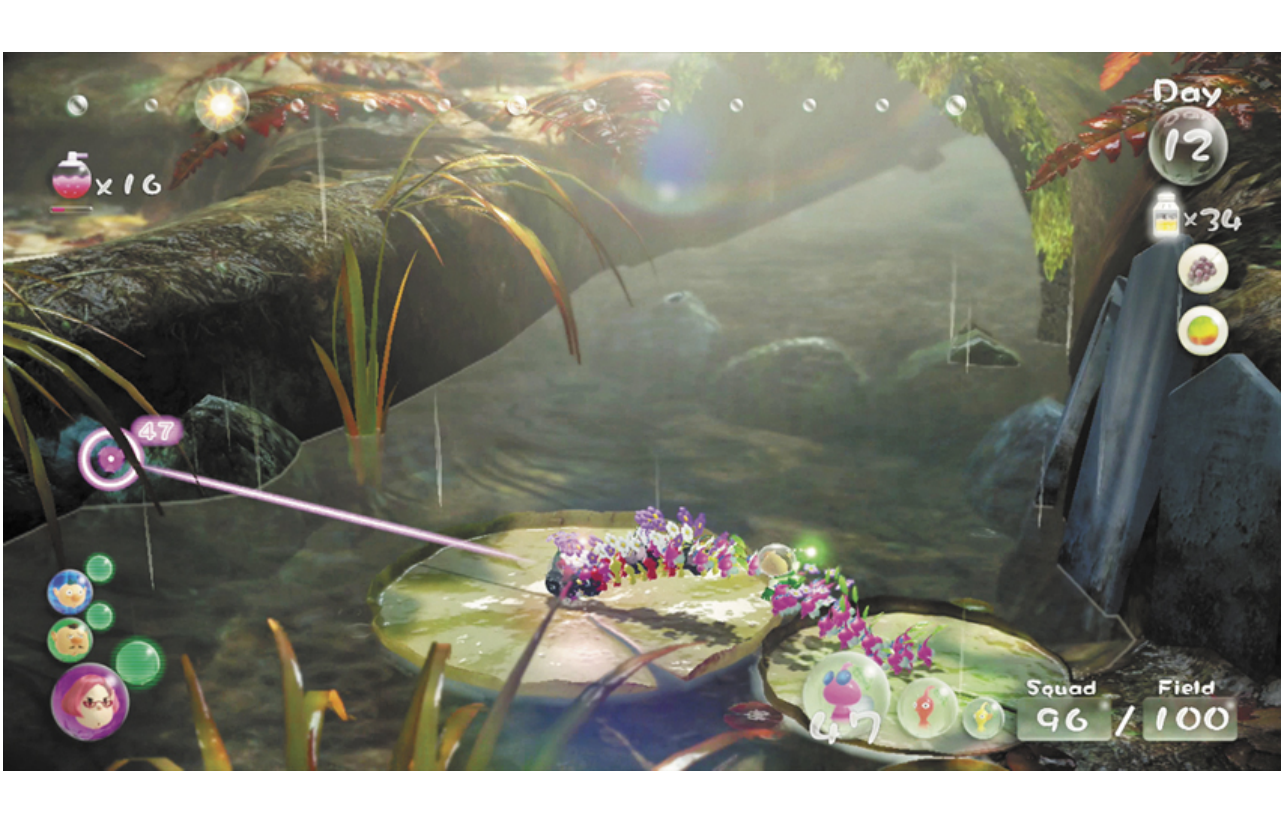
By now, your smaller squad should have reached its destination. Switch crew members and toss the three Winged Pikmin onto the nearby Flukeweed. As they work, throw the Yellow Pikmin up to the Bomb Rocks.



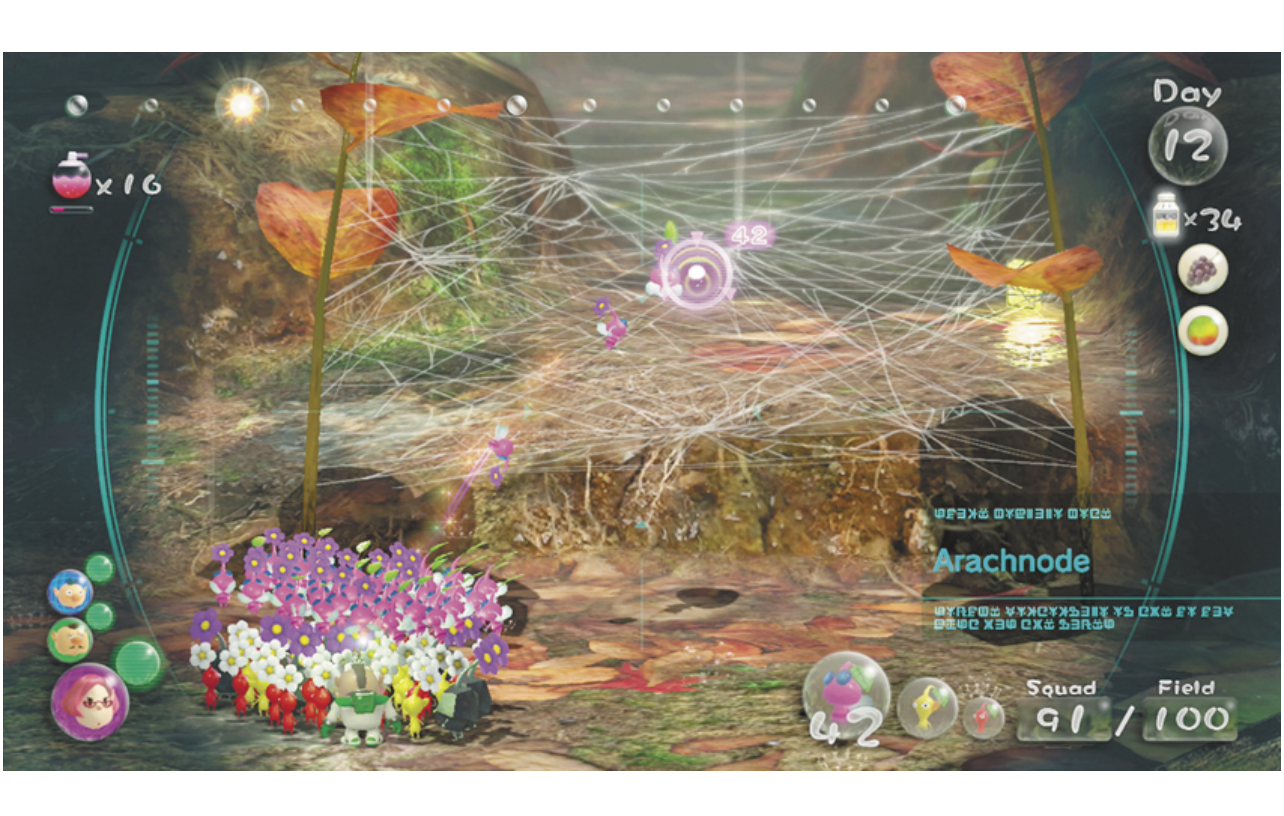
When the Winged Pikmin unearth the Searing Acidshock (green apricot), they'll automatically transport it back to the ship. After your Yellow Pikmin collect the Bomb Rocks, lead them back across the water and wait just outside of the landing site.



Switch back to the main squad and gather the Winged Pikmin that have returned from transporting the grapes. Return to the landing site and gather the crew member you left under the Onion, as well as the idle Pikmin in the area. Adjust your main squad so that it contains 40 Winged Pikmin, then divide the remaining slots relatively evenly between the remaining Pikmin types.



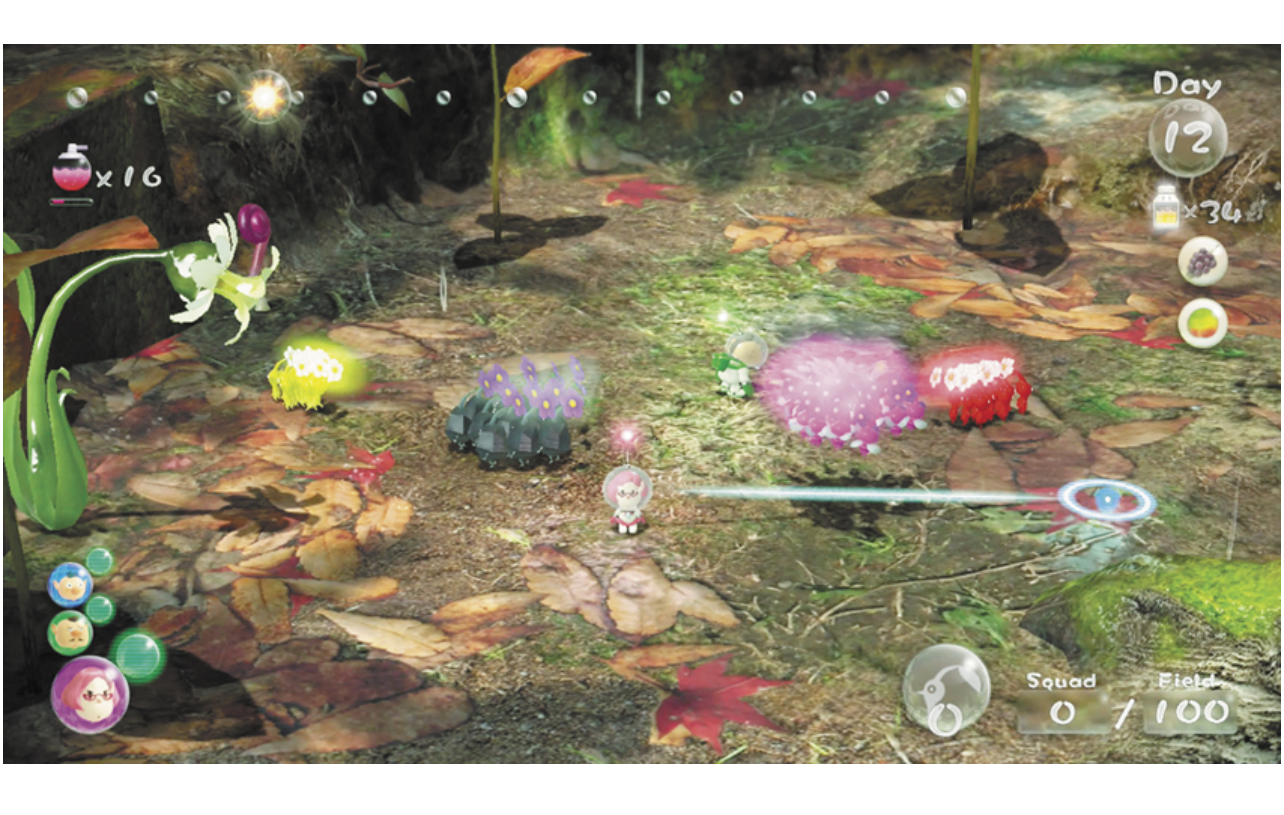
4 Lead the main squad to the Lily Pad southwest of the landing site. When the current carries another Lily Pad into range, hop on and ride it downstream.



5 During a short cinematic, your squad identifies the signal's source and hops off of the Lily Pad. Move to the nearby web and use your Winged Pikmin to attack the Arachnode. Winged Pikmin are great for attacking airborne enemies and other hard-to-reach targets, but they don't do much damage. When the enemy moves into range, finish it off with a volley of Rock Pikmin.

**Caution**

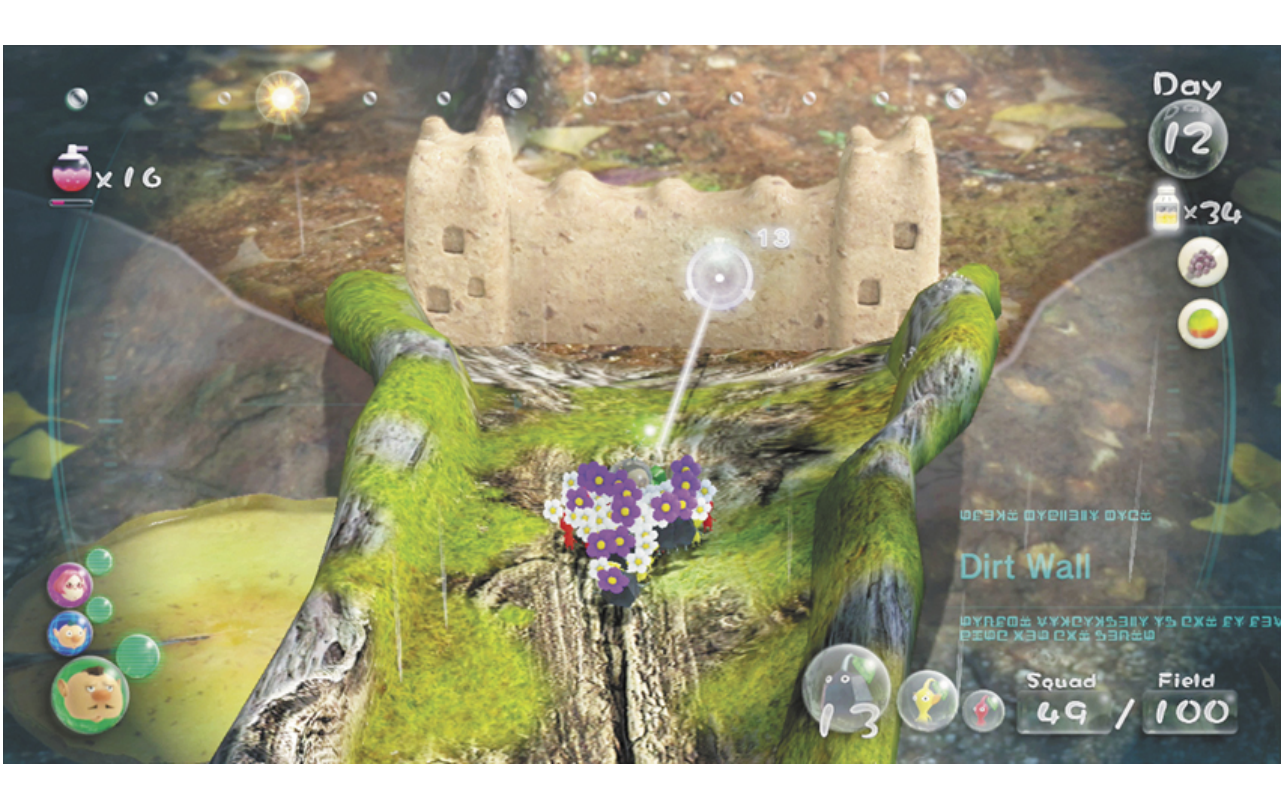
These webs are generally constructed along the flight paths Winged Pikmin follow when completing certain tasks. Destroy any webs you find before you assign Winged Pikmin to transport nearby objects.



After you defeat the Arachnode and destroy its web, dismiss the squad to separate the Pikmin. Create a squad containing only Winged Pikmin, then switch crew members and use the remaining Pikmin to reform your main squad.

**Caution**

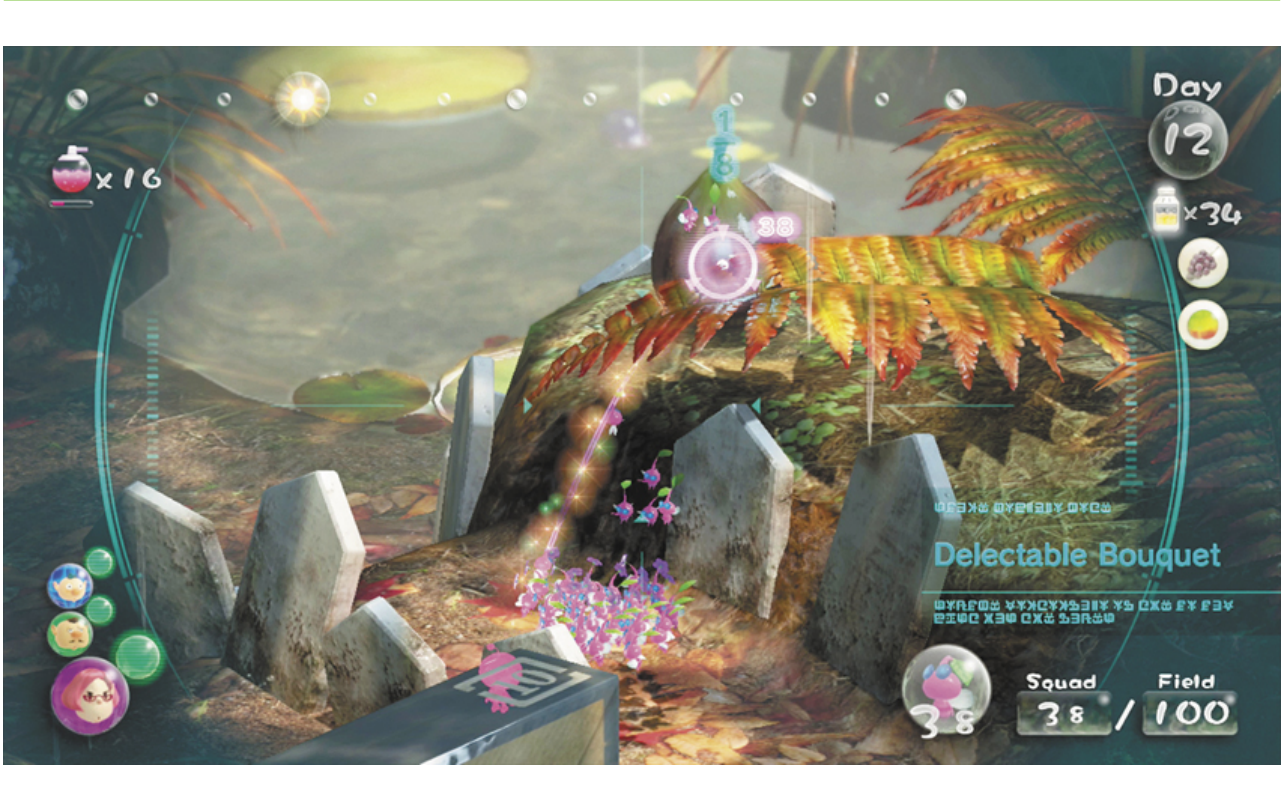
Avoid pulling the nearby Flukeweeds at this time. Aside from the fact that you have more urgent tasks to deal with, the Flukeweed along the area's west edge will unearth a group of male Sheargrubs. Save these optional tasks for later in the day.



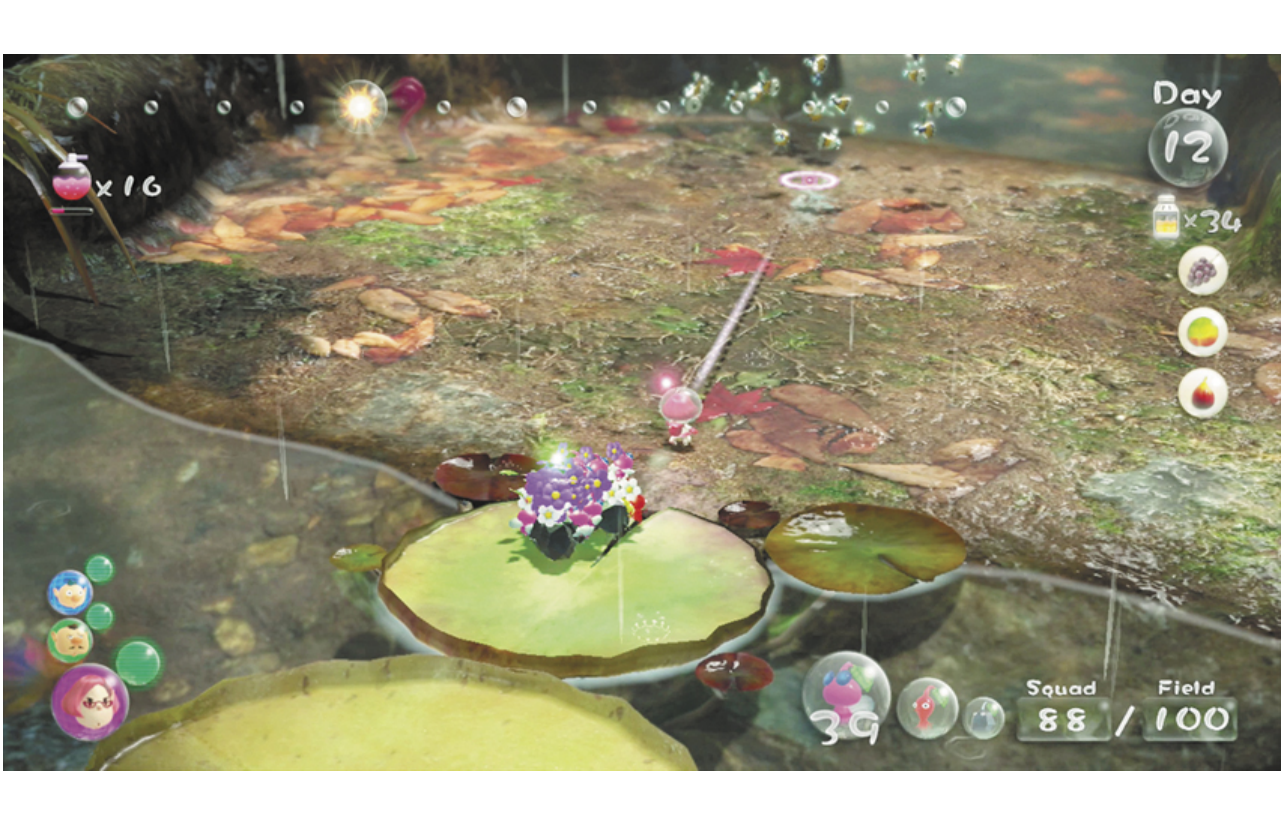
6 Lead your main squad across the wooden bridge to the south and have them attack the Dirt Wall blocking your path.

**Tip**

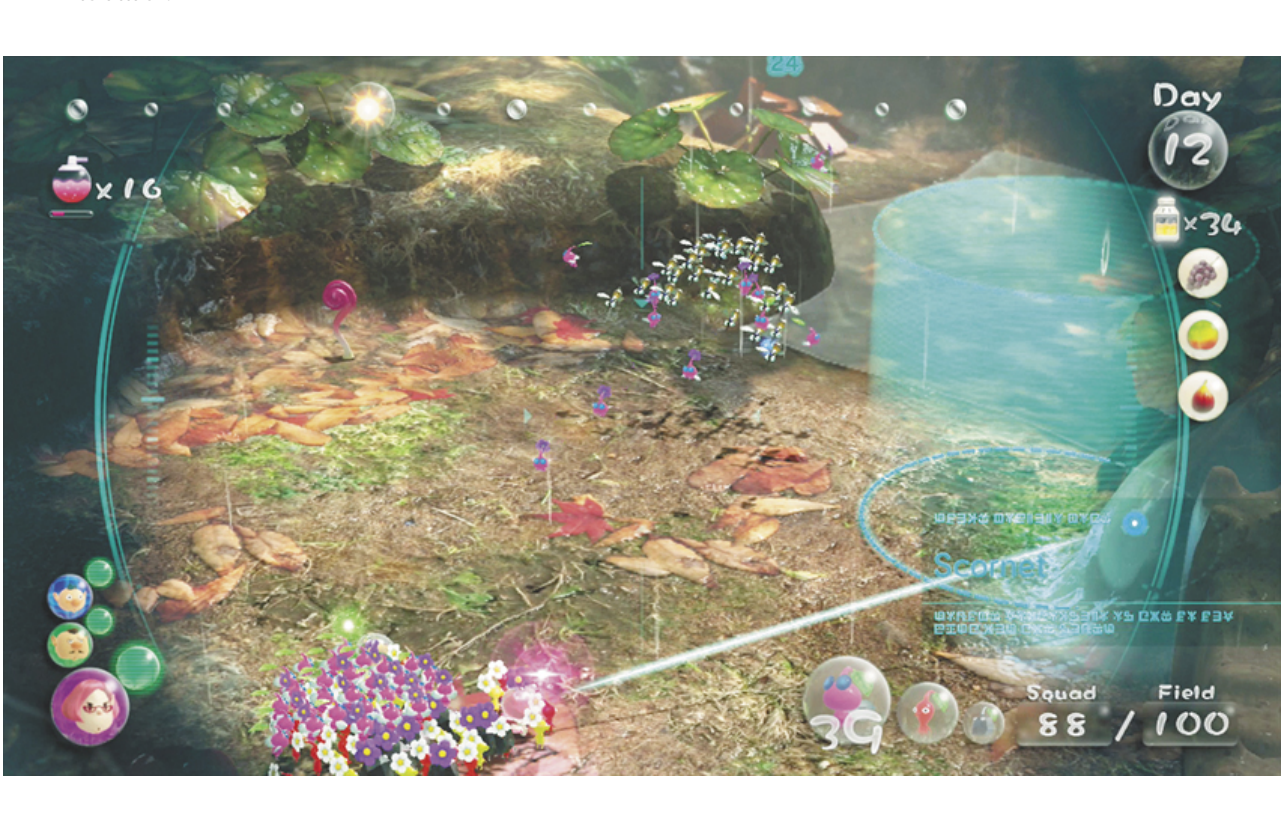
There's a Nectarous Dandelfly patrolling the area just beyond the Dirt Wall. If you see this creature, lock onto its head and attack with your Winged Pikmin to receive all of the Nectar it's carrying!



7 Switch to the crew member commanding the Winged Pikmin and follow the path to the north. The path leads to a ledge just west of the landing site. Throw eight Pikmin up to the Delectable Bouquet (fig). As they carry the fruit back to the landing site, have 10 Pikmin push the nearby Paper Bag off of the ledge. This makeshift ramp now offers a convenient path to the area downstream. While the fruit is being transported to the landing site, round up your remaining Winged Pikmin and head back to the main squad.



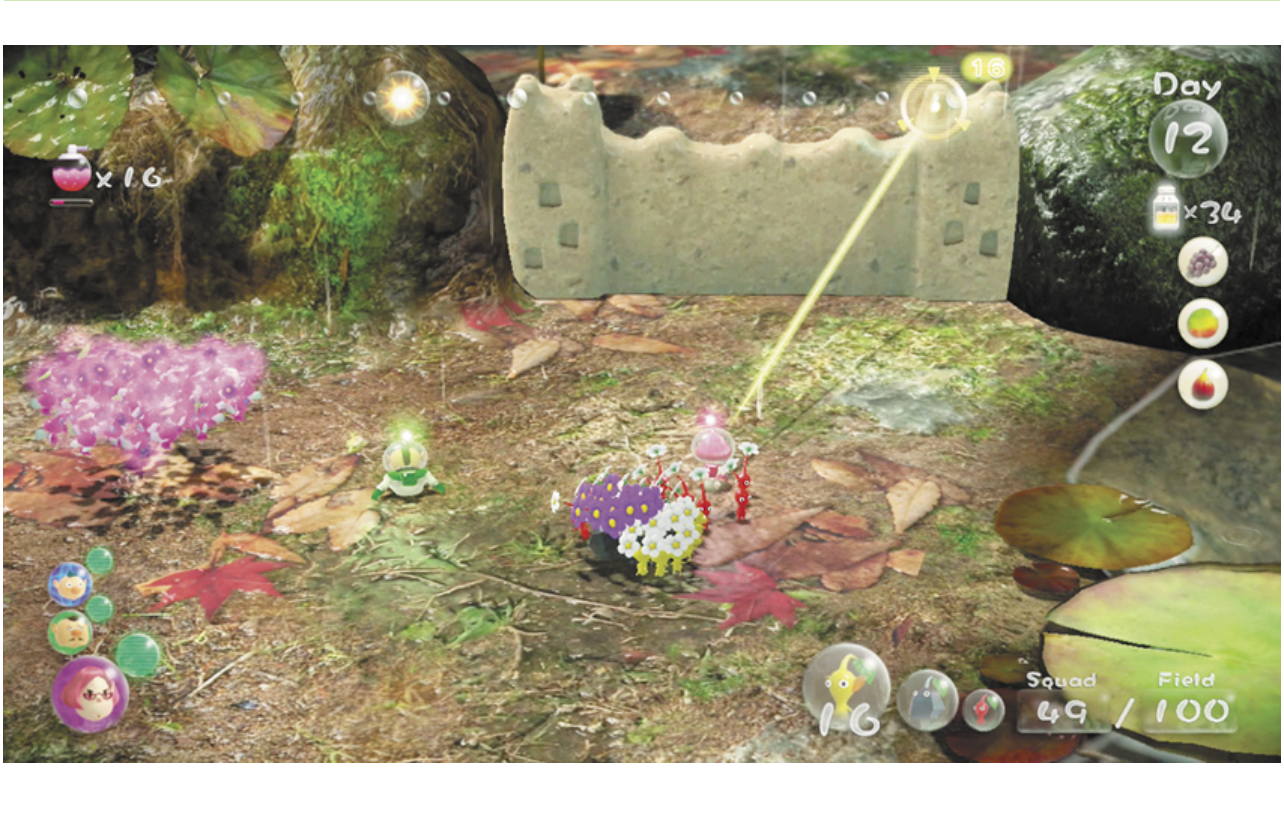
8 The main squad should have destroyed the Dirt Wall by the time you return. Merge back into the main squad and use the nearby Lily Pad to cross the water to the south. The area is guarded by a large Scornet swarm, so prepare your Winged Pikmin to attack.



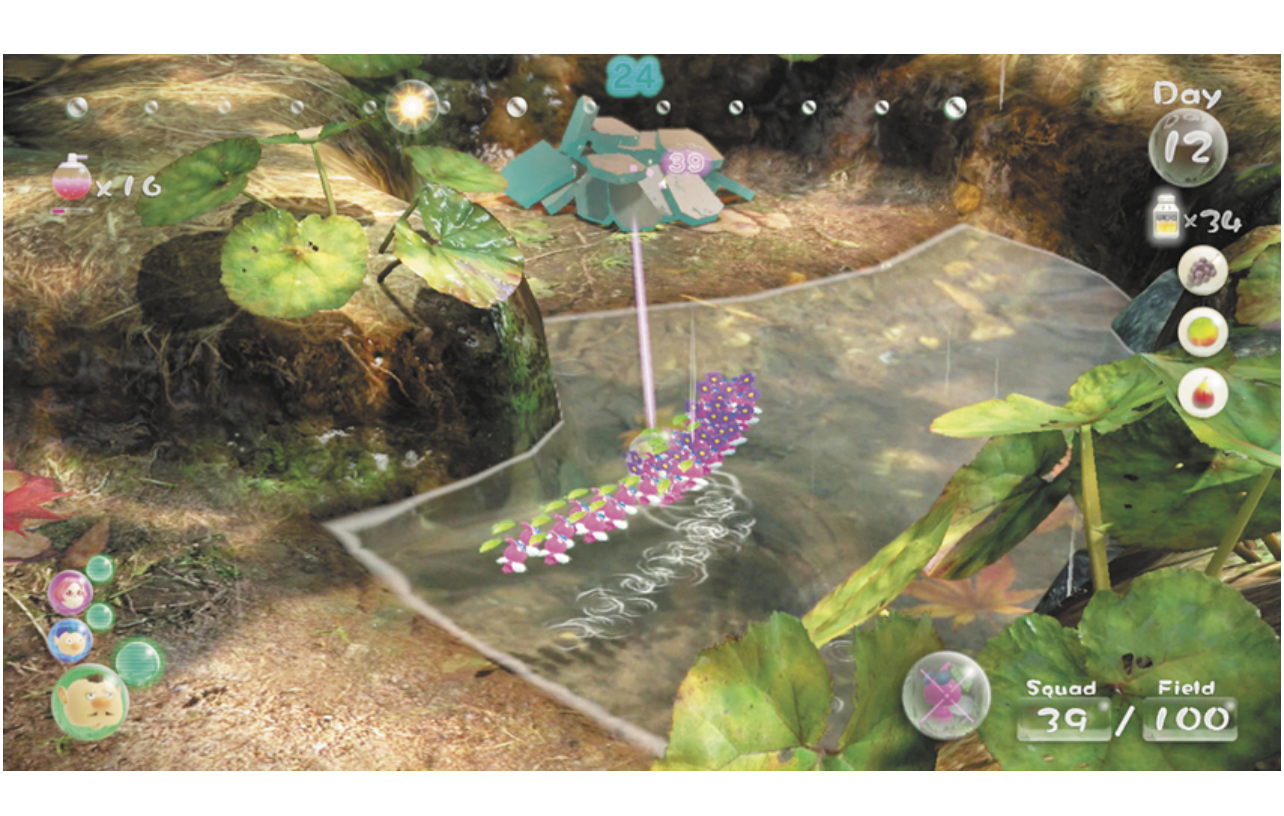
Lock onto one of the Scornets and start throwing Winged Pikmin. Keep attacking until the Scornets bunch together—this indicates an incoming counterattack. Recall your Winged Pikmin and flank the Scornets to avoid their attack. When the enemies separate, toss your Winged Pikmin back into the fray.

**Tip**

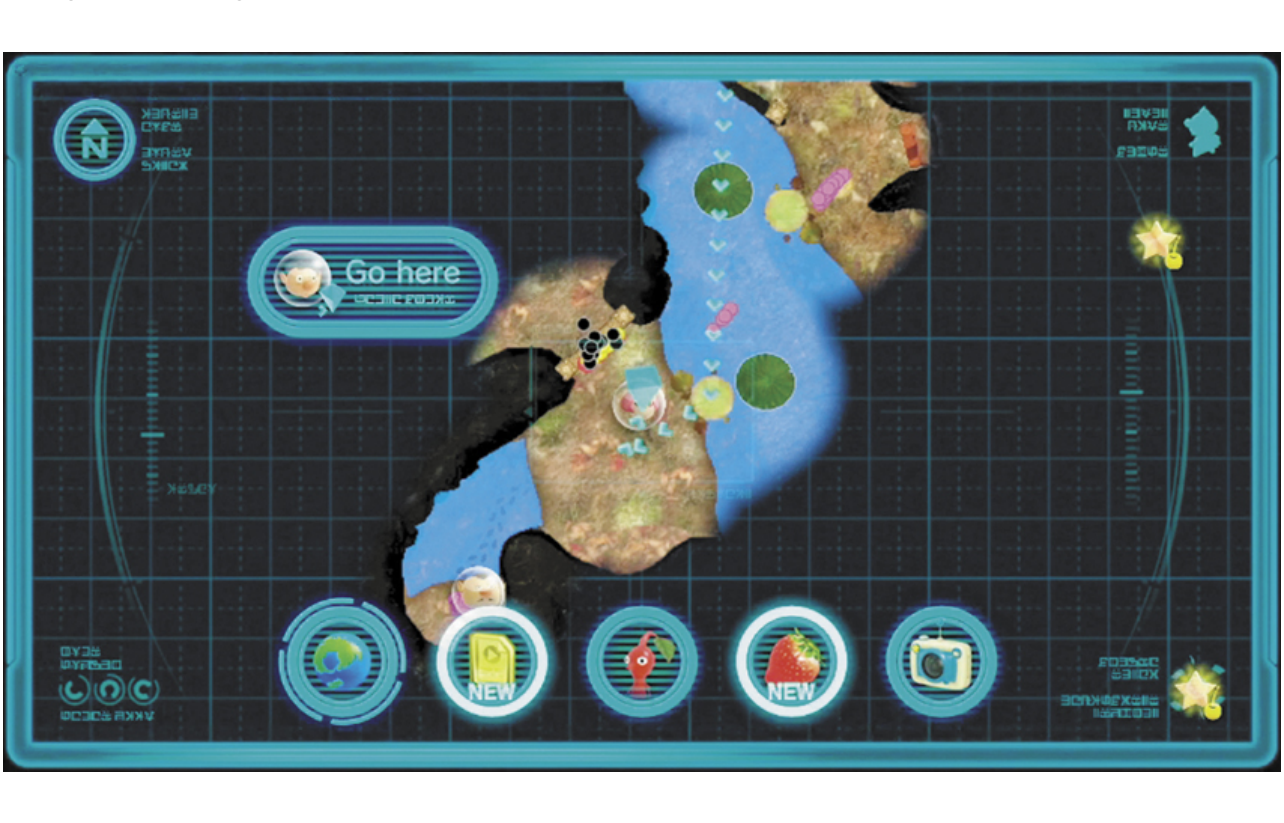
If the Scornets manage to skewer any of your Pikmin, wait for the swarm to return, then use your Winged Pikmin to free your allies.



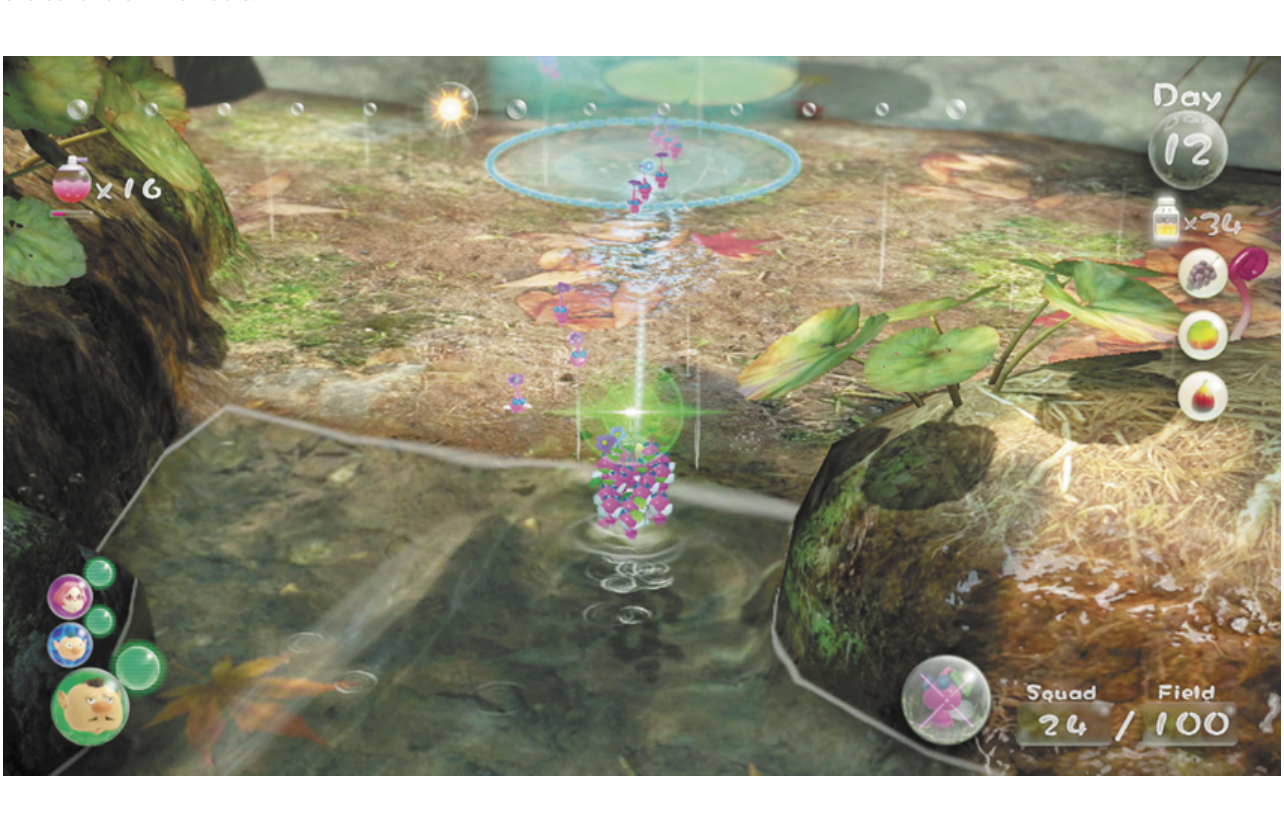
When the area is safe, dismiss your squad to separate your Pikmin. Form a new squad without the Winged Pikmin and have it attack the nearby Dirt Wall.



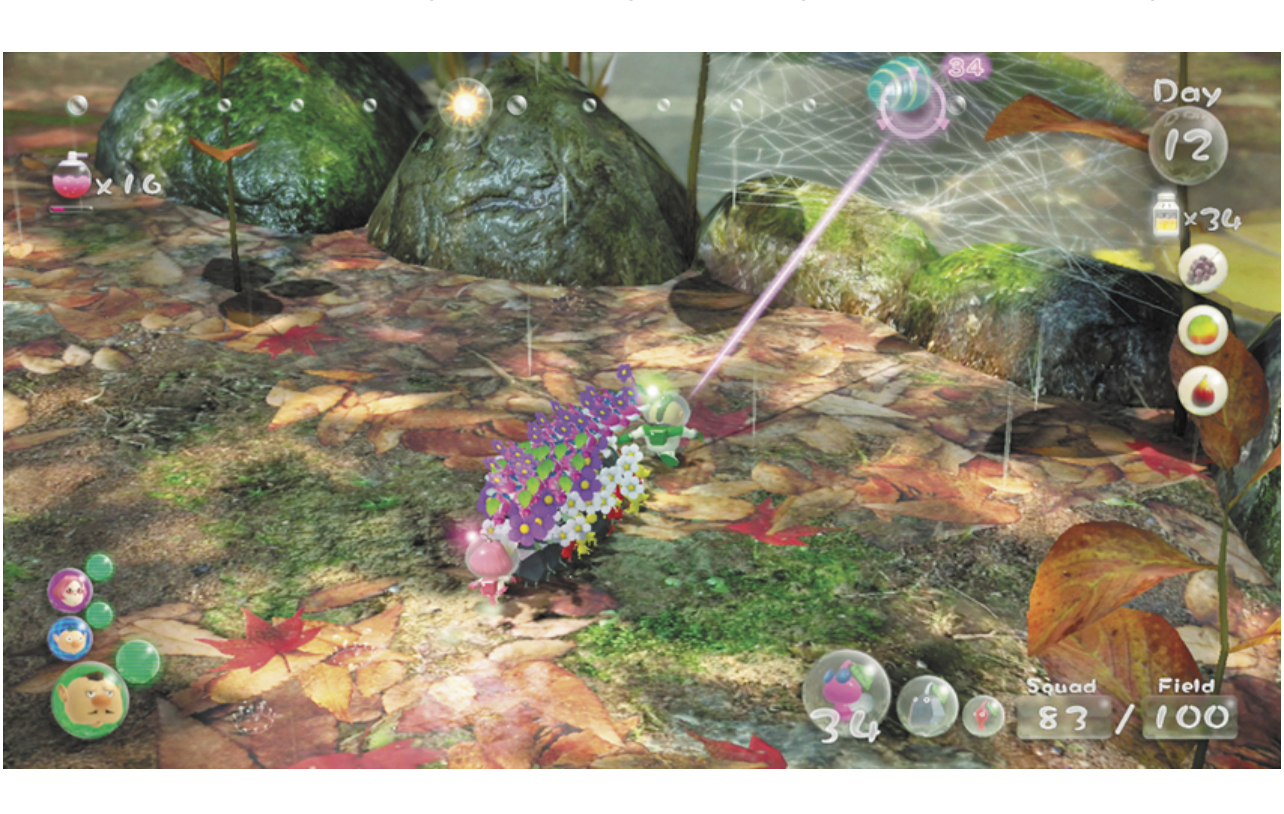
9 Switch to the nearby crew member and gather the Winged Pikmin. Lead them through the water to the west to find a Fragment pile on a small patch of dry ground. Send your squad charging into the Fragments and switch to the crew member waiting near the landing site.



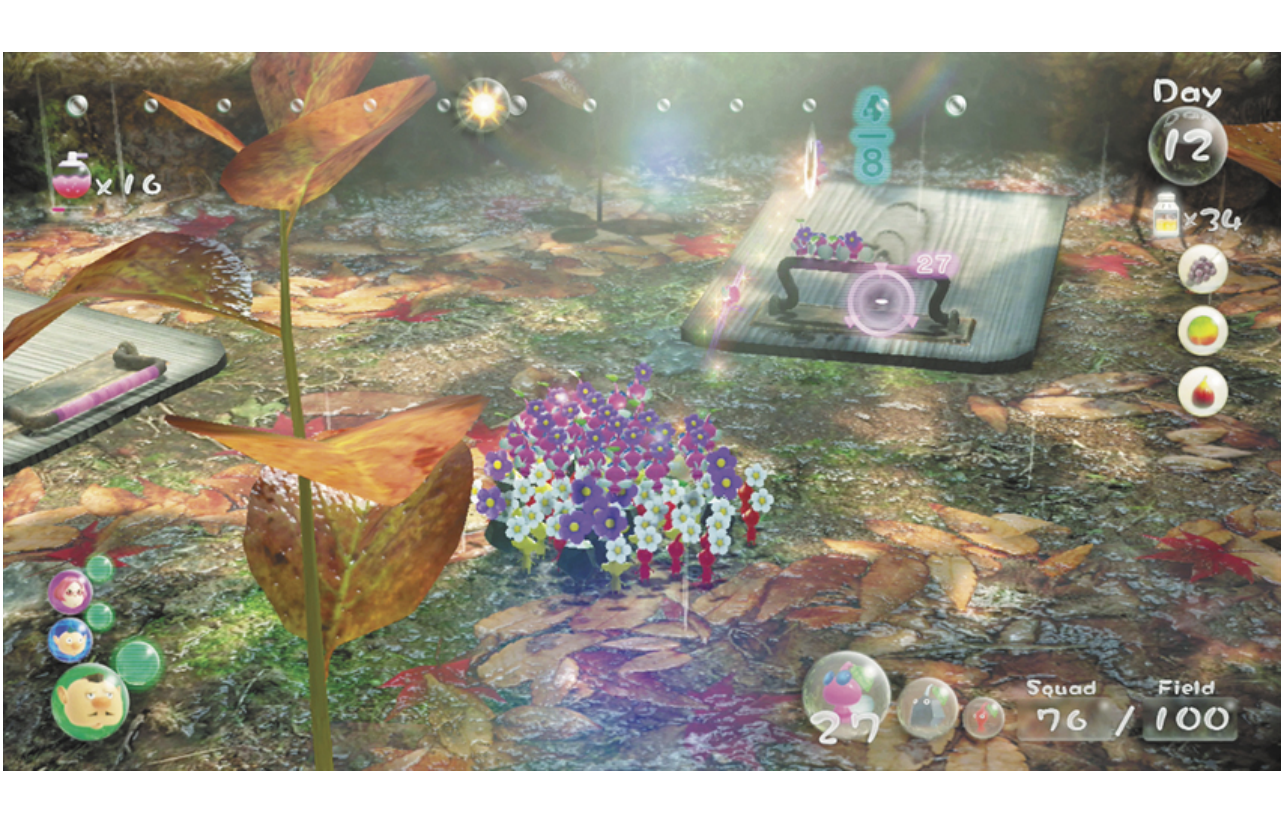
Round up the Winged Pikmin at the landing site, then review the Pikmin you have in the field. Your group now contains four Yellow Pikmin and eight Winged Pikmin. If you want to swap them out for other Pikmin types, do so now—just make sure you grab all of the Bomb Rocks before you leave. When you're ready, use the "Go Here" command to send this squad down toward the other crew members.



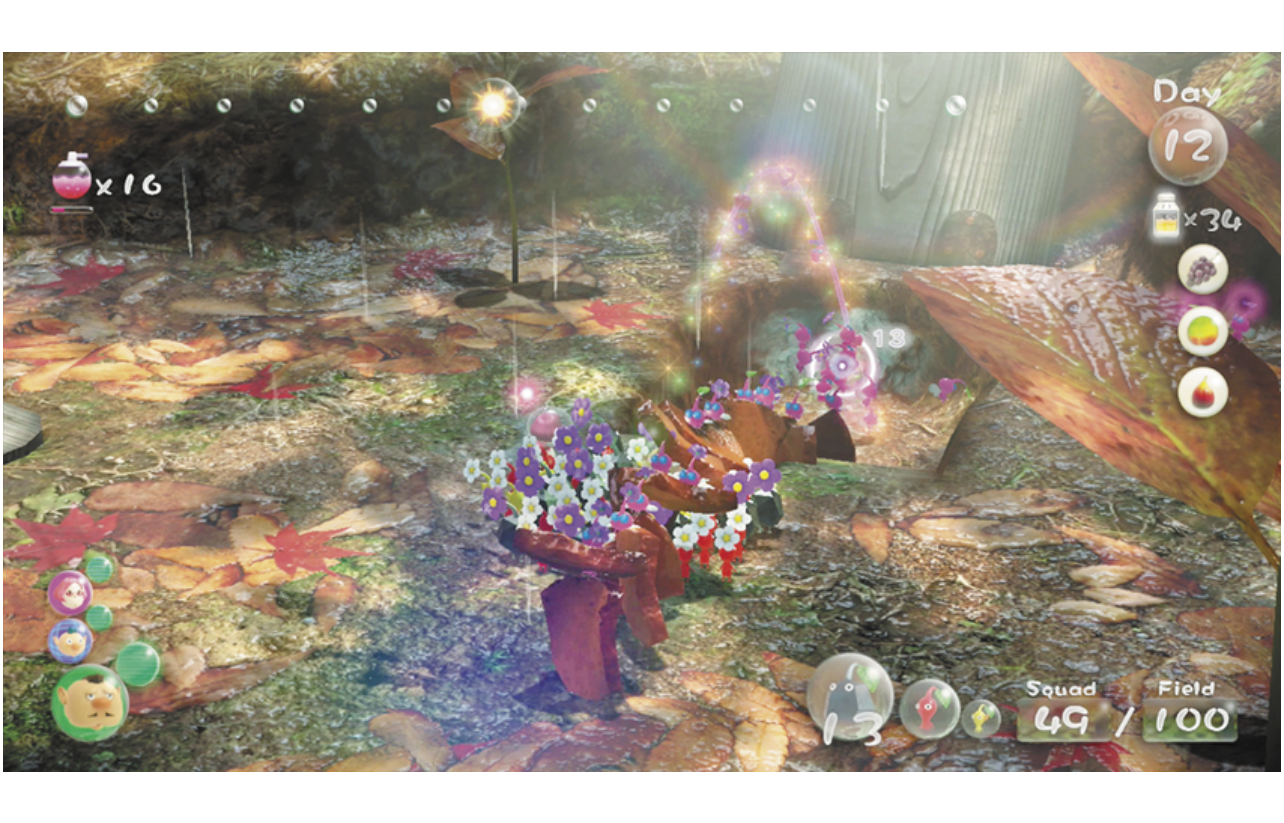
Switch back to the crew member near the first Fragment pile. All of the Fragments should either be delivered or in transit. Grab the Data File that had been hidden under the pile and round up any idle Pikmin. Lead them back across the water to rejoin the main squad. As you do, use the whistle to gather any remaining Pikmin returning from the partially completed bridge.



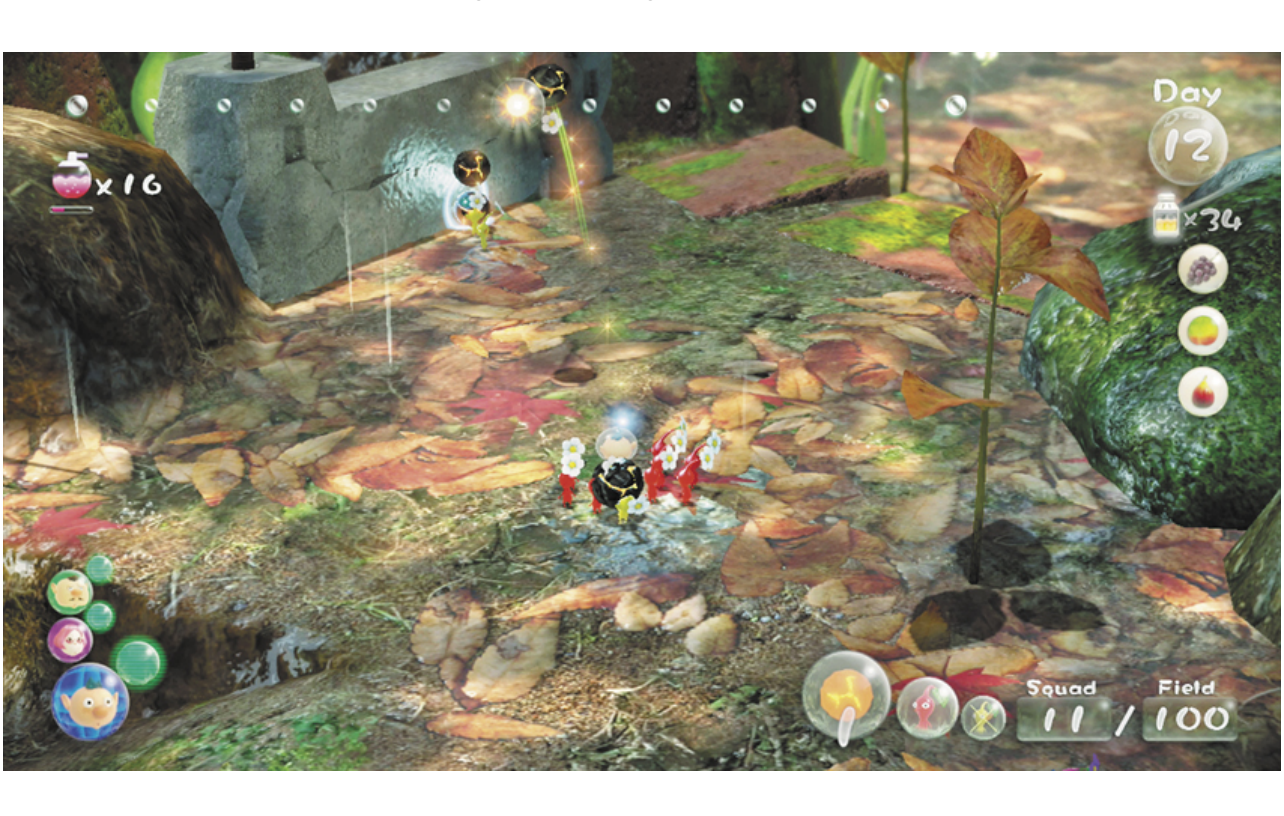
10 The main squad should be finished with the Dirt Wall. The last crew member should be in transit, but there's no reason to wait. Regroup and head through the remains of the Dirt Wall to find another web just east of two large Clipboards. Use your preferred Pikmin to defeat the Arachnode and destroy the web.



11 The Clipboard at the area's southwest corner is covering a group of Dwarf Orange Bulborbs. For now, it's best to leave it alone. The Clipboard to the north, however, is covering the next Fragment pile—toss eight Winged Pikmin onto the Clipboard and wait for them to lift the obstacle out of your way.



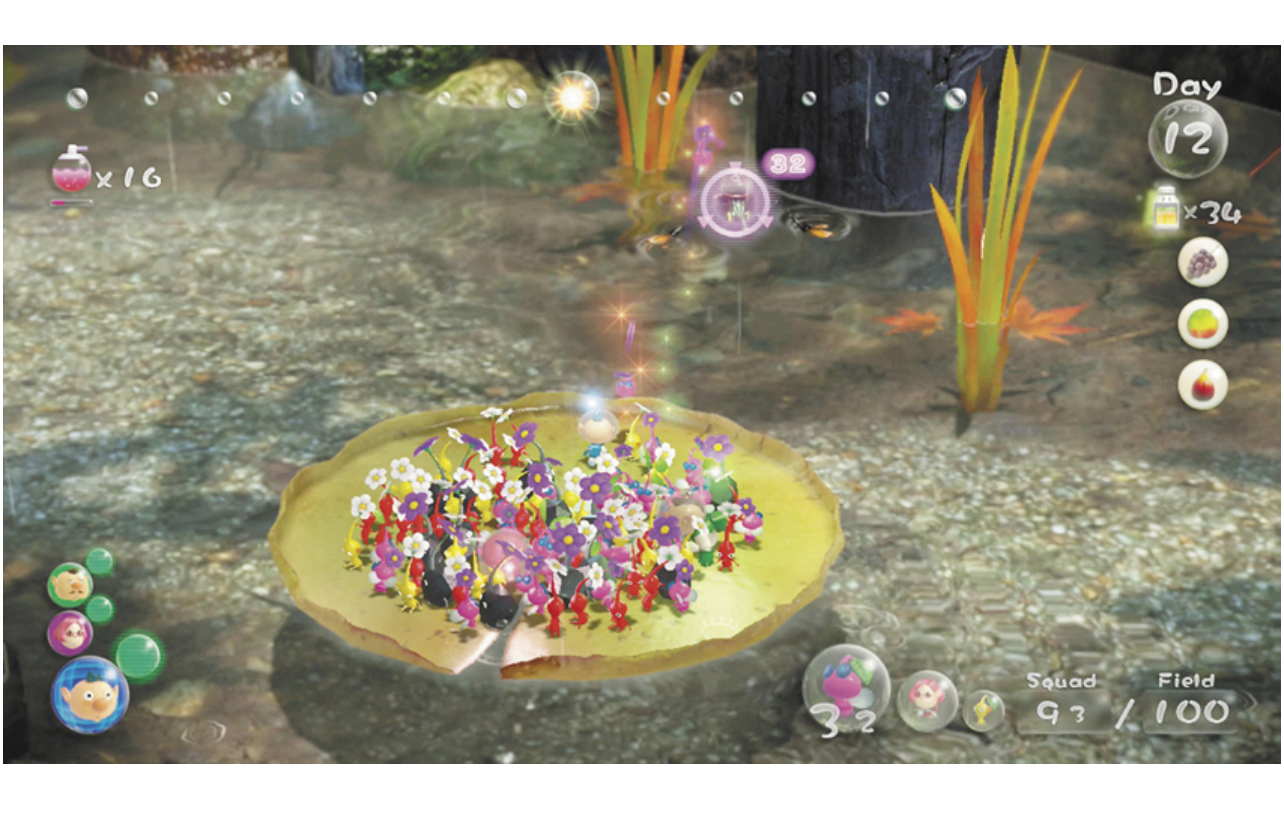
Gather the Pikmin you assigned to the Clipboard, then use 15 Winged Pikmin to transport the Fragments over to the bridge. As they work, switch to the crew member traveling from the landing site.



12 If the crew member hasn't already reached the designated "Go Here" destination, cancel the command and take direct control to speed up the process. Move to the Reinforced Wall just north of the main squad's location, then use your Bomb Rocks to destroy this obstacle and reveal a Tremendous Sniffer (pear). Although you can collect this fruit right away, it's just as easy to grab it on a later visit. Consider hanging onto all available Pikmin and keeping your squad at full strength.

**Tip**

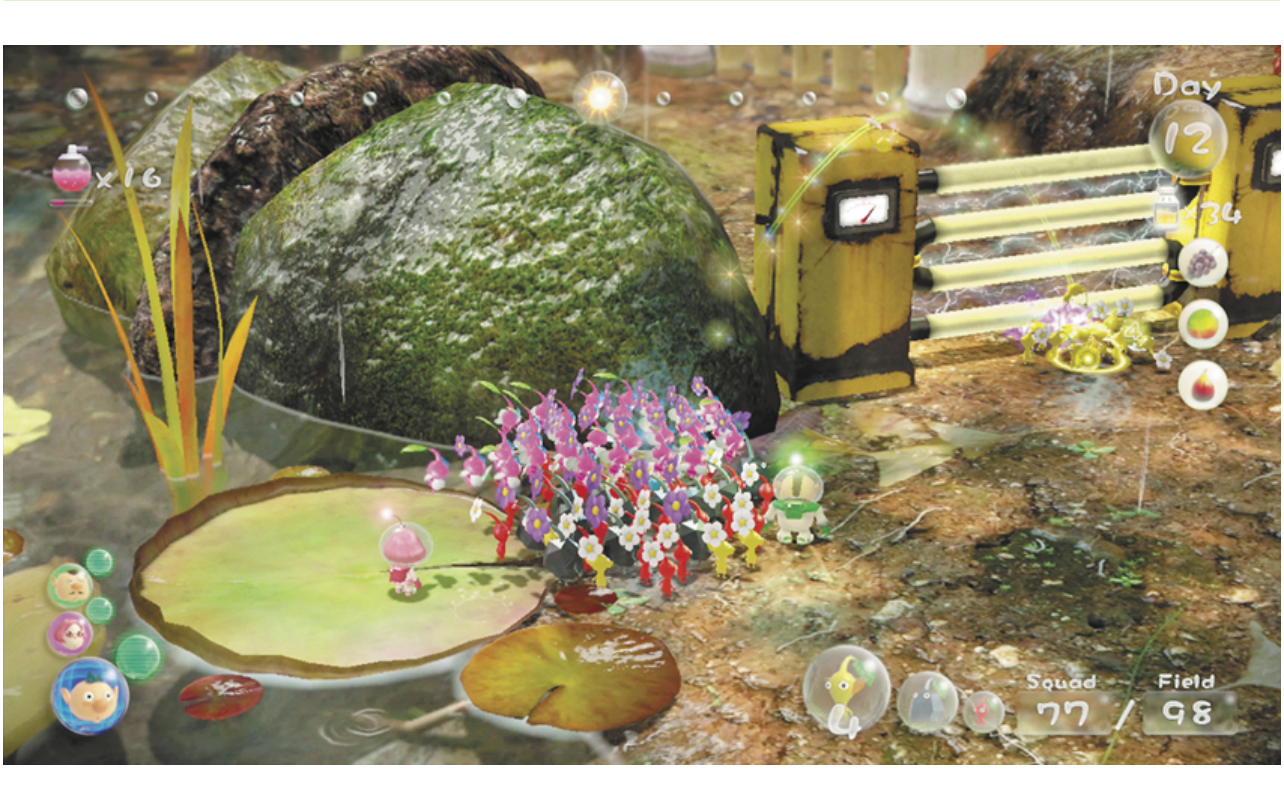
It only takes three well-placed Bombs to destroy the Reinforced Wall. If everything went as planned, throw the last Bomb to detonate it safely away from your squad.



By now, the Winged Pikmin should have finished transporting the second Fragment pile. Gather the idle Pikmin and rejoin the main squad. Move down to the water and hop onto the next Lily Pad that floats by. As you move along with the current, look for the wood pylon to the south. Lock onto the Skeeterskate patrolling the area and throw Winged Pikmin until you defeat the enemy. Recall the Winged Pikmin before you drift out of range.

**Tip**

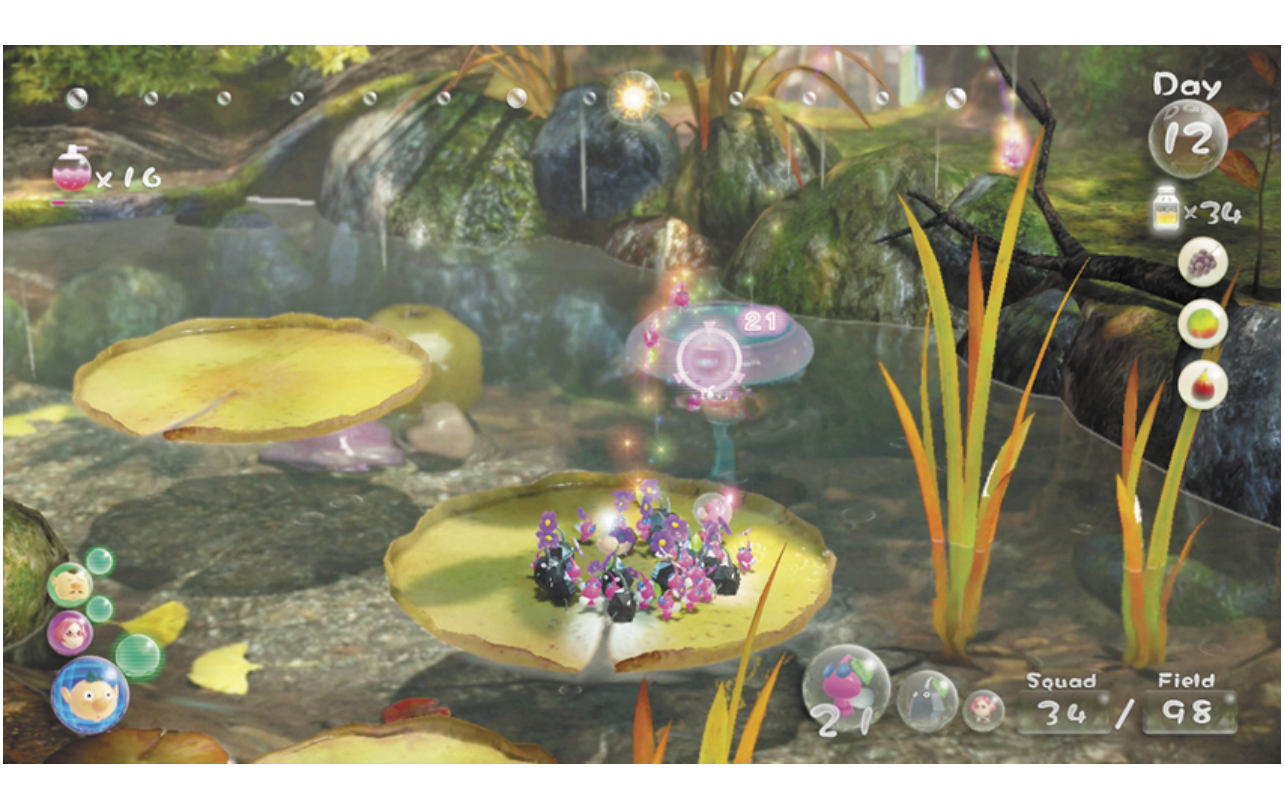
Use your whistle to rescue any Winged Pikmin that fall into the water.



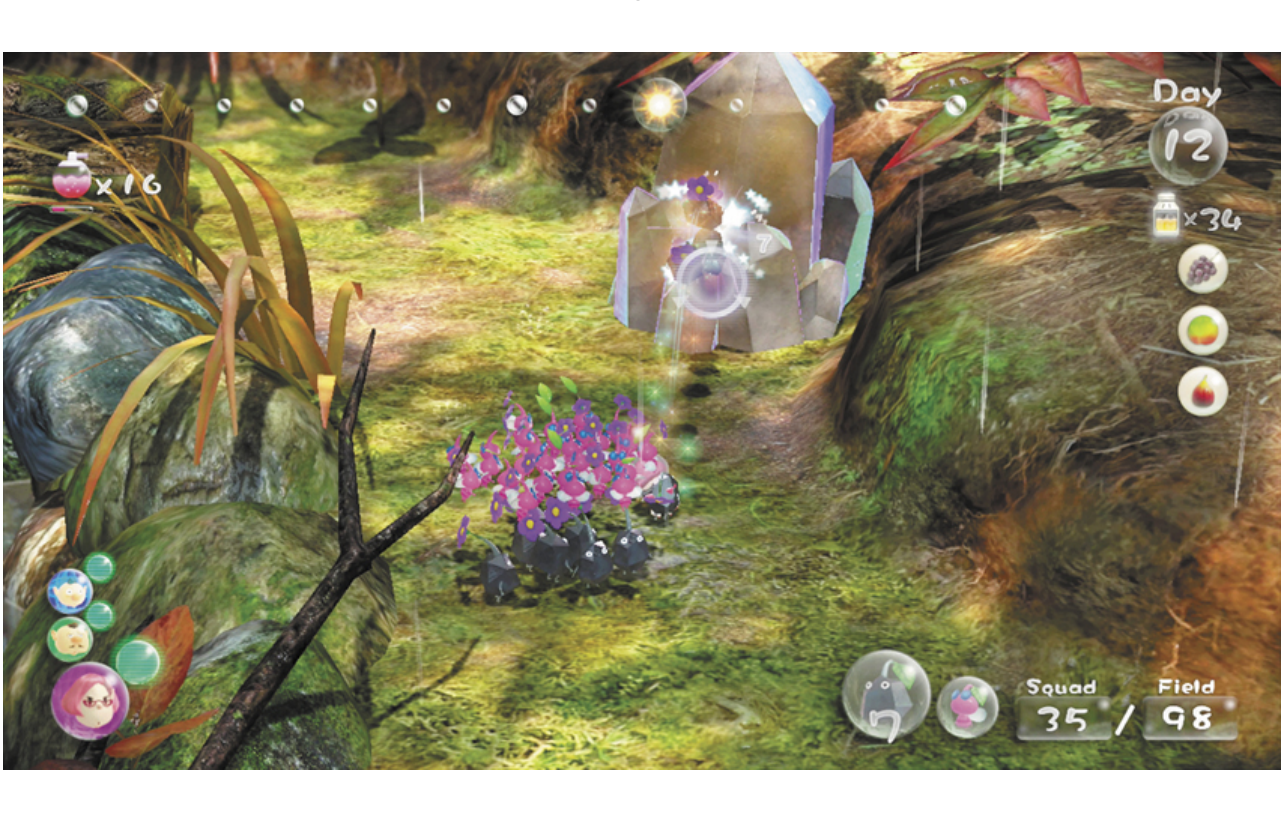
13 As you pass by the next Lily Pad, hop off and assign all of your Yellow Pikmin to the nearby Electric Gate. While they work, wait for another Lily Pad to drift into range.

**Caution**

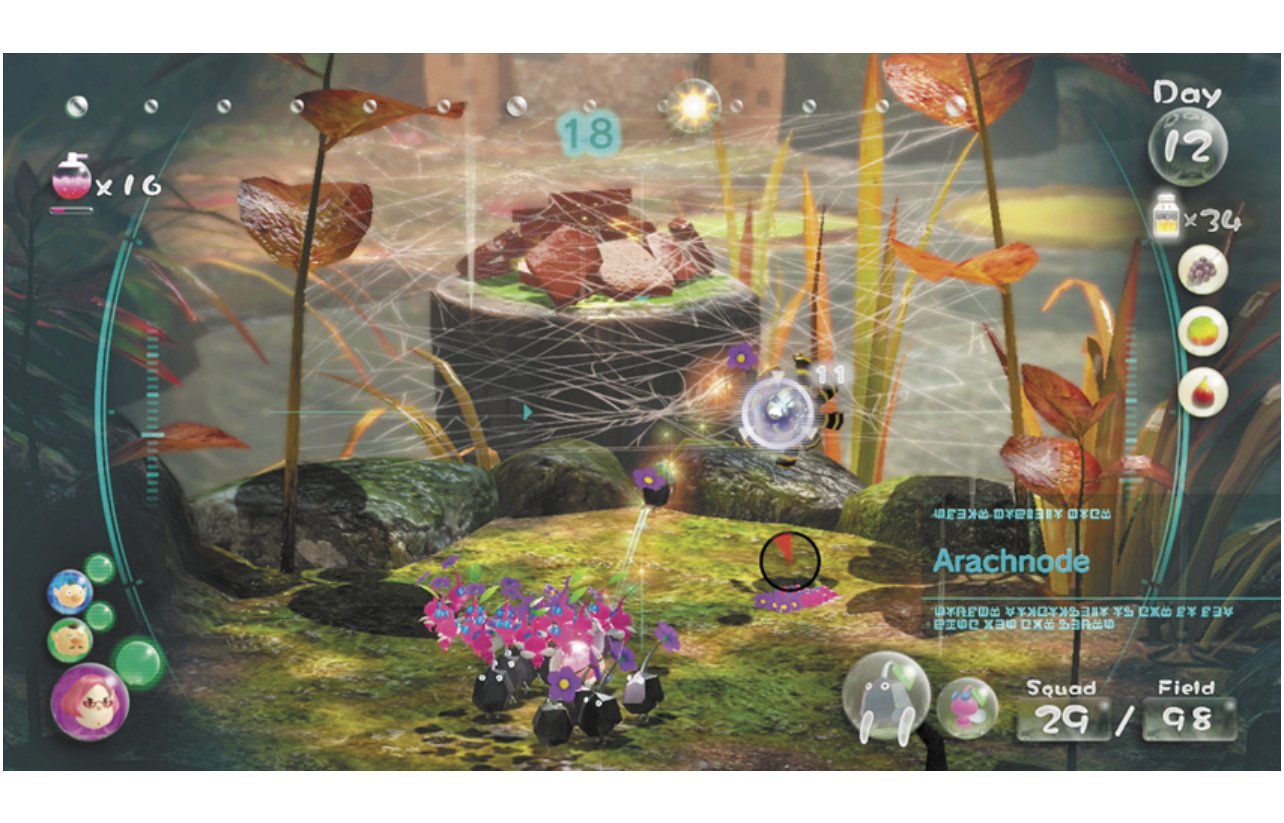
There's a dangerous creature in the clearing northeast of the Electric Gate. For now, keep your crew members and all of your Pikmin away from that area.



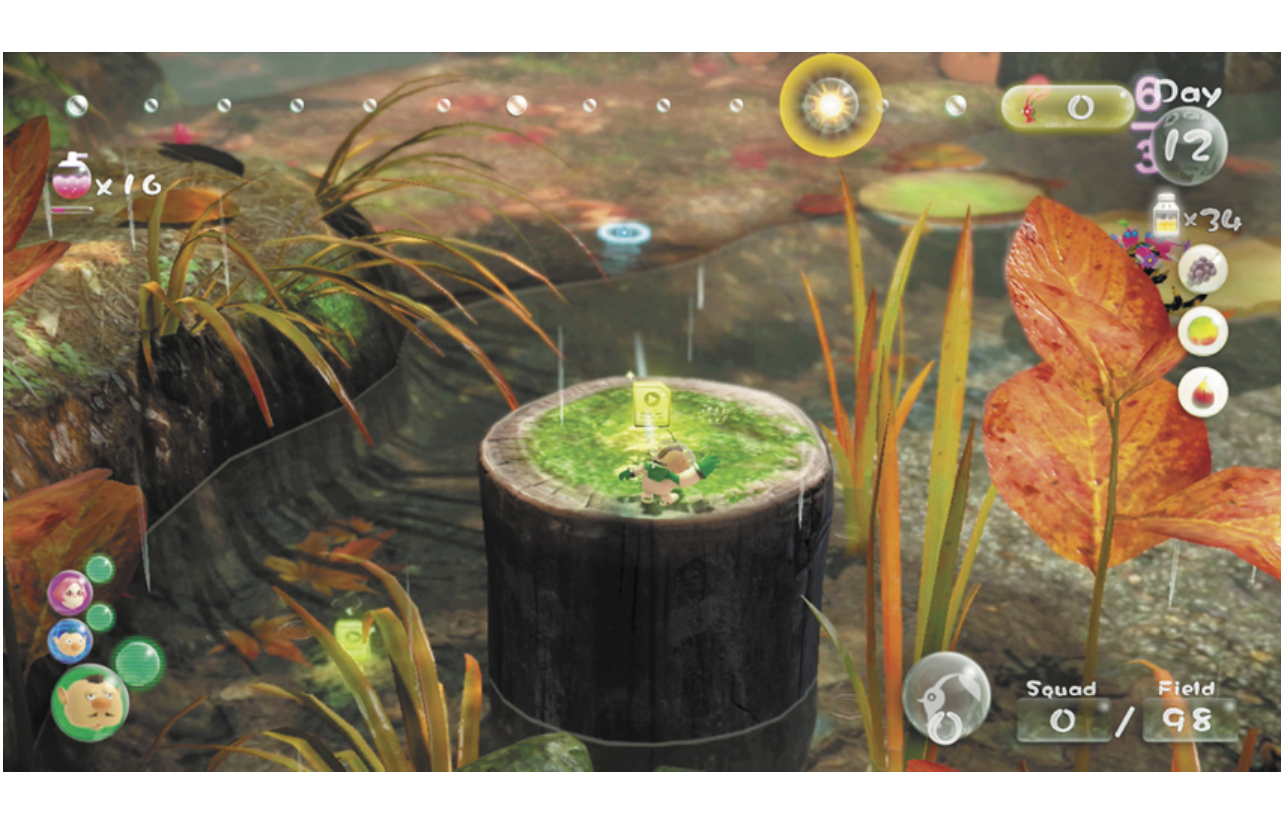
14 As soon as you jump onto the next Lily Pad, locate the Bouncy Mushroom to the south. Lock onto the Bouncy Mushroom, then throw two crew members and all of your Winged Pikmin and Rock Pikmin to send them across the water.



15 Switch to one of the thrown crew members and form a new squad. Use the Rock Pikmin to free the Blonde Impostor (golden kiwifruit) from the nearby Large Crystal. You'll want to hang onto the Rock Pikmin a while longer, so call them back before they run off with the fruit.



Turn around to find more Fragments piled atop the pylon. These Fragments are blocked by yet another web—once again, use the Winged Pikmin to chase the Arachnode into range, then finish it off with the Rock Pikmin. When the web vanishes, toss 18 Winged Pikmin into the Fragments. As they work, assign at least five Rock Pikmin to transport each half of the Blonde Impostor.



When all of the Fragments are gone, toss a crew member onto the pylon. Switch to that crew member and collect the Data File on the pylon, then drop down and collect the Data File in the water. Switch between crew members to collect the Winged Pikmin as they finish building the bridge, and to gather the Yellow Pikmin after they destroy the Electric Gate. Use any remaining time to cultivate more Winged Pikmin—just make sure all of your Pikmin are safe before the day ends.

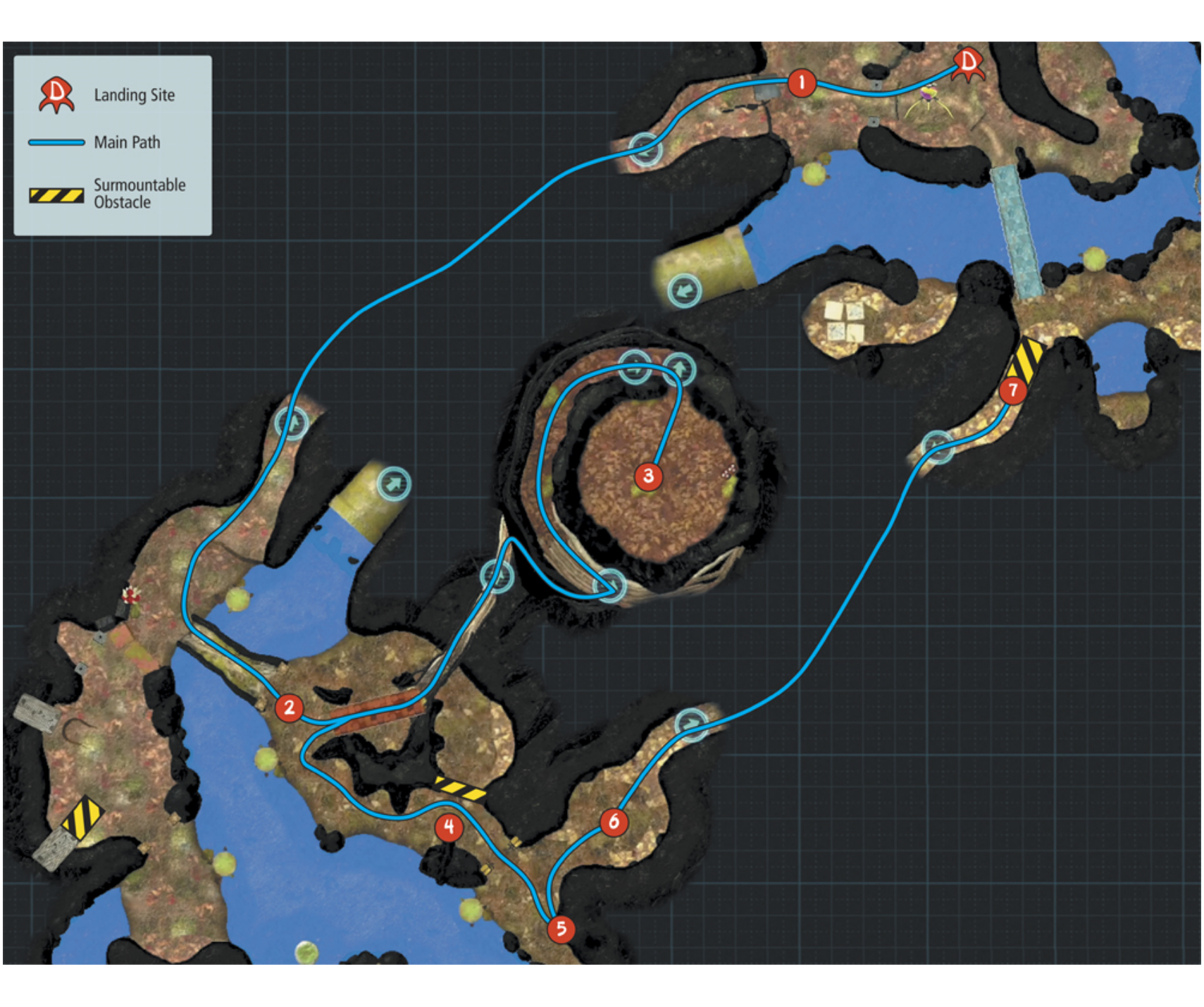
**Progress Report: Day 12**

Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 12:

- Collect an entire bunch of Dusky Pustules.
- Collect a Searing Acidshock.
- Collect a Delectable Bouquet.
- Destroy the Reinforced Wall near the large Clipboards.
- Build a bridge leading to the large stump downstream.
- Collect an entire Blonde Impostor.
- Cultivate as many Winged Pikmin as possible.

Return to the Twilight River when you're ready to begin Day 13.

# Day 13 - Twilight River



Map: Twilight River

Remaining Juice: 38 canisters

Objectives: Answer Louie's distress call, then search for fruit and a hidden suit upgrade.

With the latest bridge in place, the crew is finally ready to answer the distress call. Gather your forces and overcome the unknown threat, then use the remaining time to collect fruit and hunt down a hidden suit upgrade.

① When the day starts, form a squad of 40 Winged Pikmin, 40 Red Pikmin, and 20 Yellow Pikmin. Head up the Paper Bag ramp west of the landing site and follow the path downstream.

② Use the wooden bridge to lead your squad across the water. If you attacked the patrolling Nectarous Dandelfly on the previous day, most of the Pikmin in your squad should already be mature. If not, hunt the creature now to ensure all of your Pikmin are as nimble as possible. When you're ready, lead your squad up to the top of the large tree stump.

**Tip**

There's a Data File tucked away in the alcove below the bridge. Before you collect it, make sure you defeat the two Desiccated Skitter Leaf enemies hiding in the patch of brown leaves.

There's a Data File hidden just south of the large tree stump. To reach this Data File, cross the bridge, then toss a crew member down to the large roots east of the path . Switch to that crew member, then search the ledge to find the Data File. After you collect it, drop down to the path away from the Orange Bulborbs, then circle back to the bridge and rejoin the main squad.

Press ⊕ to skip.

③ When you reach the top of the tree stump, Louie is carried off by some Scornets. Moments later, the Scornet Maestro arrives and summons a large Scornet swarm. Use your Pikmin to defeat the Scornet Maestro and rescue Louie.

## Boss Battle: Scornet Maestro

When the battle begins, the Scornet Maestro is protected by its swarming minions. Prepare your Winged Pikmin, but don't attack. Lock onto the Scornet Maestro and circle the area.

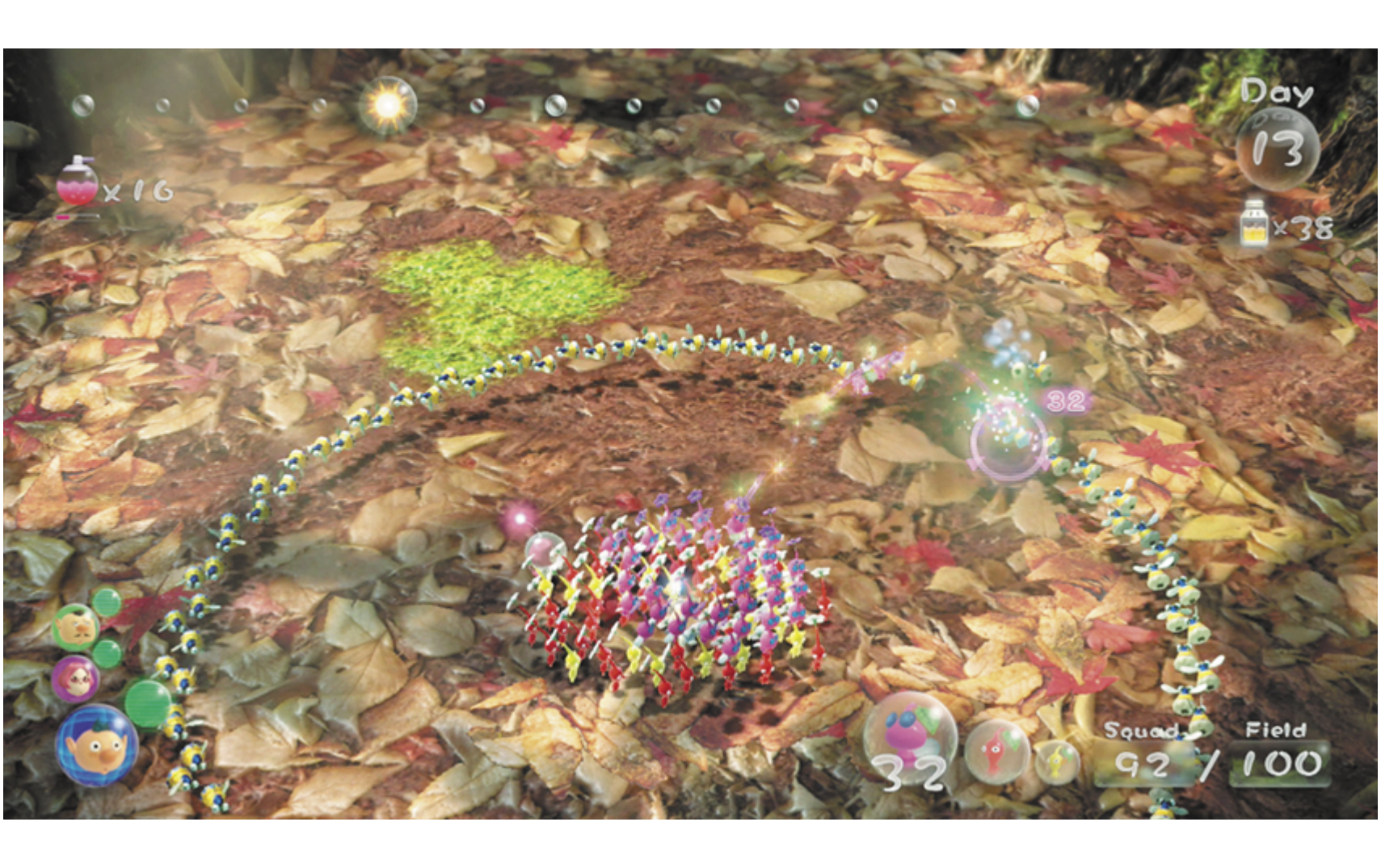
After a few seconds, the swarm moves into a tight, cone-shaped formation—this signals an incoming attack. Any Pikmin caught in the attack will be carried off by the Scornets, so keep circling the area as the small enemies fly out from the tip of the cone.

Scornet Maestro

As the last of the Scornets fly out of the area, it's time to attack the temporarily vulnerable Scornet Maestro. Throw a stream of Winged Pikmin at the creature until it's pulled to the ground, then send the rest of your squad charging in to deal heavy damage.

After a few seconds, the Scornet Maestro frees itself from your Pikmin and the swarm returns to the area. Gather your squad as quickly as possible and prepare yourself for the next attack. If any of your Pikmin were swept up by the attacking Scornets, use your Winged Pikmin to free them before the next attack begins. Otherwise, use the same tactics to avoid the next attack, pull the Scornet Maestro to the ground, and send your squad charging in for a counter attack.

After two cone attacks, the Scornet Maestro utilizes a new formation. The Scornets create a rectangular formation five rows deep. Each row attacks as a single unit, making the Scornets a bit harder to avoid. Circle the area's perimeter to keep your Pikmin safe. As the last row leaves the area, close in on the Scornet Maestro and attack just as you did before.



The Scornet Maestro's next attack utilizes yet another new formation. The Scornets form a ring around your squad, bunching tighter and tighter until they skewer your Pikmin and fly into the air. The simplest way to escape is to create a gap in the ring. Throw a steady stream of Winged Pikmin at the circling Scornets, then lead your squad through the gap. Recall your attacking Pikmin before the Scornets complete their attack.

Another way to avoid this attack is to create a decoy for the Scornets. After your third counterattack, toss one of the crew members away from the squad. Move the squad to a safe distance, then switch crew members and wait for the Scornets to attack. Once they're circling the lone crew member, switch back to the main squad and wait for the attack to end.

No matter which method you choose, begin your counterattack as the Scornets fly out of the area. If you successfully countered all four of the Scornet Maestro's attacks, the battle should now be over. If anything went wrong along the way, however, continue to use the described strategies until you defeat the Scornet Maestro.

When you defeat the Scornet Maestro, it drops a Seed Hive (papaya) and a still-unconscious Louie. The area is littered with fallen enemies, but you'll need the bulk of your squad for the tasks ahead. For now, assign 10 Winged Pikmin to transport the Seed Hive, 10 Winged Pikmin to transport the Scornet Maestro, and 5 Yellow Pikmin to transport Louie. Attack the nearby Spotcaps to reveal a hidden Data File, then lead your squad down to the base of the tree stump.

Bamboo Gate

④ When you return to the ground, move south. Follow the path as it curves east until you reach the Bamboo Gate. Use 10 Winged Pikmin to lift the Bamboo Gate, then assign at least 8 Winged Pikmin to carry the revealed Portable Sunset (persimmon) through the opening. After the fruit is clear, recall the Winged Pikmin assigned to the Bamboo Gate.

**Caution**

As you throw Pikmin onto the Portable Sunset, be very careful not to wake the three Orange Bulborbs sleeping nearby.

⑤ Lead your squad southeast to the three-way intersection created by connected paths. Follow the water's edge to pass straight through the intersection, then look for a large mound on the ledge to the north. Throw all of your remaining Yellow Pikmin onto the mound. Toss one crew member out of your squad to wait while the Scorch Guard suit upgrade is unearthed.

⑥ Take your remaining squad back to the nearby intersection, then follow the path northeast to find the Burrowing Snagret hiding in the next clearing.

You should have a pretty healthy supply of Ultra-Spicy Spray at this point. Use a dose to boost your squad's attack power, then move in and deal with the enemy. To deal damage, you must focus your attacks on the Burrowing Snagret's head. Each time its beak emerges from the ground, lock on and send your Pikmin charging in.

Burrowing Snagret

When the Burrowing Snagret has fully emerged, gather any Pikmin that didn't latch onto the creature's head and toss them up to the target. As you do, keep moving to keep your squad out of the creature's reach.

Keep attacking, and use additional doses of Ultra-Spicy Spray if needed. When you defeat the Burrowing Snagret, it drops an Insect Condo (apple). Assign 10 Pikmin to carry the Insect Condo, and 10 more to carry the defeated enemy.

Press ⊕ to skip.

⑦ Take a least 10 Pikmin to the path north of the Burrowing Snagret's clearing and use them to push the Paper Bag off of the ledge. With this makeshift ramp in place, you now have yet another path connecting the two halves of the Twilight River.

Depending on how long you spent on each of the day's battles, you may have quite a bit of daylight left. If possible, use the remaining Winged Pikmin to collect the 10 Pellet at the three-way intersection. Gather the idle Pikmin at the landing site, then take them back up to the Scornet Maestro's tree stump to collect the remaining enemies.

**Tip**

It will be some time before you return to this area. Make sure you pluck any new sprouts before the day ends.

**Progress Report: Day 13**

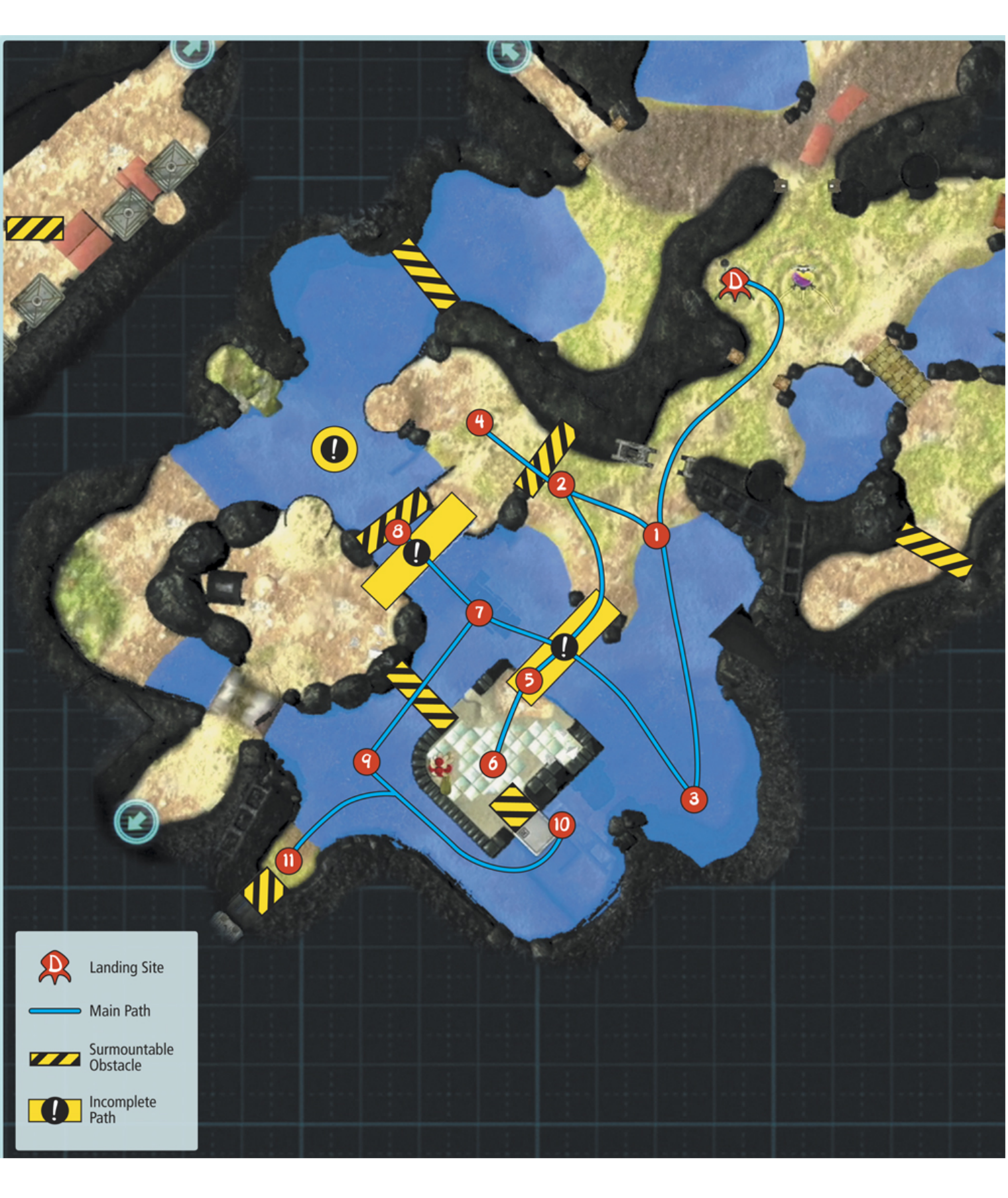
You should have completed the following tasks by the end of Day 13:

- Defeat the Scornet Maestro.
- Collect Louie.
- Collect a Seed Hive.
- Collect a Portable Sunset.
- Collect the Scorch Guard suit upgrade.
- Collect an Insect Condo.

You automatically travel to the Garden of Hope at the start of Day 14.

Day 14 - Garden of Hope

# Day 14 - Garden of Hope



Map: Garden of Hope

Remaining Juice: 0 canisters

Objectives: Acquire the Blue Pikmin, expand their numbers, and collect fruit to begin rebuilding your juice supply.

While the crew was sleeping, Louie landed the ship in the Garden of Hope and absconded with the entire juice supply. Head into the newly accessible area, acquire the Blue Pikmin, and bolster their numbers as quickly as possible. You'll need to find more fruit if you hope to survive the night, so make sure you grab any fruit you find.

1 When the day starts, form a squad consisting of all three crew members, 10 Rock Pikmin, 10 Yellow Pikmin, and 18 Winged Pikmin. Lead this streamlined squad to the southwest, through the opening Louie created during his escape.

**Note**

Once you acquire the Blue Pikmin, you'll want to expand their numbers as quickly as possible. Limiting your initial squad allows you to put more Blue Pikmin into the field as they become available.

2 As you step through the opening, turn toward the water to the south. Throw three Winged Pikmin onto the Flukeweed attached to the partially buried Onion. As they work, send the rest of your squad charging into the Dirt Wall to the west.

Pellet Posy

When the three Winged Pikmin free the new Onion, have them help destroy the Dirt Wall. While your starting squad is completing that task, pluck the sprout that dropped from the Onion. Begin harvesting the surrounding pellets and pluck the new sprouts as they become available.

Sputtlefish

3 After you gather the nearby pellets, lead all 10 of your Blue Pikmin south to find a Sputtlefish swimming near a submerged Fragment pile. Send your squad charging into Sputtlefish. If the Sputtlefish releases a cloud of ink, simply gather your scattered Pikmin and send them charging back in. After the battle, assign five Blue Pikmin to transport the defeated enemy, then assign the rest of the squad to the nearby Fragment pile.

**Tip**

When you attack an underwater enemy, it's usually best to charge the target with a squad of Blue Pikmin. Doing so allows your Pikmin to swim straight toward the target.

4 By now, the Dirt Wall should be destroyed. Switch crew members and round up the idle Pikmin to reform your main squad. Toss one crew member toward the Blue Pikmin's Onion, then step through the remains of the Dirt Wall. Defeat the Dwarf Bulborb, but recall your Pikmin before they carry it off. Assign all of your Yellow Pikmin to unearth the half-buried pellet just inside the enclosure, then throw five Winged Pikmin onto the nearby Flukeweed. Send the rest of your squad charging into the nearby Fragment pile.

Stay in the area and wait for your Pikmin to complete their tasks. Recall your Yellow Pikmin and Winged Pikmin once they've freed their respective pellets and have them transport any remaining Fragments. Gather your Pikmin as they return from delivering the Fragments—it's important that the defeated enemy and both pellets stay in the area until your Blue Pikmin have a chance to collect them. As you wait, use a Winged Pikmin to attack the White Spectralids fluttering around the nearby flowers.

After the main squad finishes transporting their Fragments, switch to the crew member you threw near the Blue Pikmin's Onion. Pluck the new sprouts and gather the Blue Pikmin that transported the Sputtlefish. When you finish, you should have a squad of 10 Blue Pikmin.

Lead your squad through the remains of the Dirt Wall to collect the pellets and defeated enemies. It takes multiple trips to transport the objects, so stay with your Blue Pikmin to keep them working.

When the Blue Pikmin have transported all of the objects, call them back to your side and pluck the new sprouts. Move south and use this squad to help carry any Fragments still remaining in the first pile.

5 Switch back to your main squad and move onto the bridge your Pikmin have been building. When the last Fragment is delivered, cross the bridge and lock onto the waiting Waddlepus. Move quickly to flank the creature and send your squad charging in.

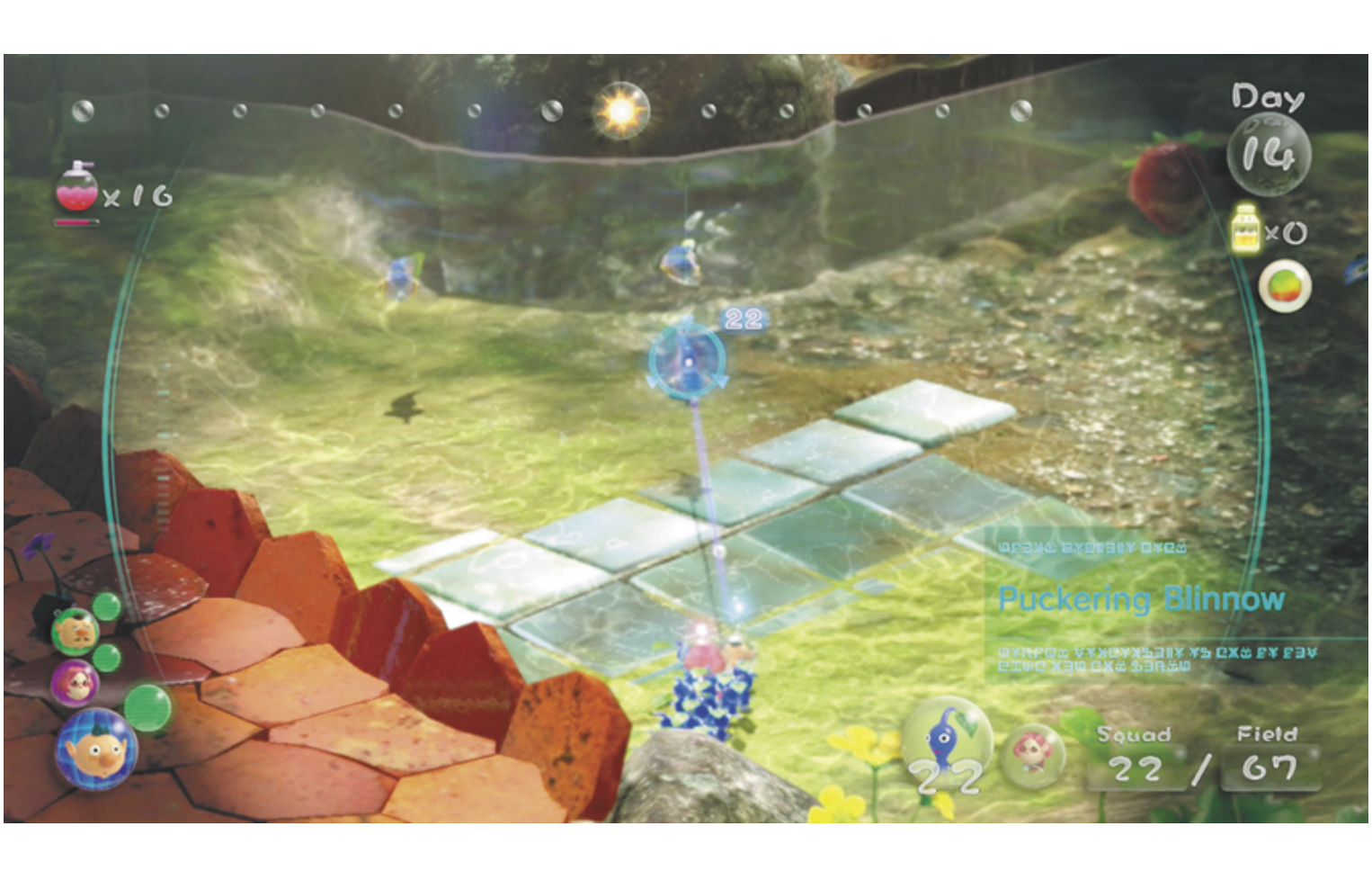
**Tip**

In addition to knocking back its attackers, the Waddlepus spits out bubbles capable of capturing Pikmin. If members of your squad are caught in this trap, throw Pikmin at the bubbles to pop them.

6 After you defeat the Waddlepus, gather your Pikmin and charge the nearby Tin Box. After a moment, your Pikmin slide the Tin Box off of the platform and into the water, filling a gap in the ledge below.

Use your Rock Pikmin to free the Searing Acidshock (green apricot) from the nearby Large Crystal. Assign at least three Rock Pikmin to transport the fruit, then have your Yellow Pikmin and all of your remaining Rock Pikmin gather the Ultra-Spicy Berries growing at the platform's opposite corner.

Switch to one of the crew members you left near the underwater Fragment pile. Form a squad consisting of two crew members and all of your Blue Pikmin, then head across the newly constructed bridge and assign seven Blue Pikmin to transport the defeated Waddlepus.



7 Take your remaining Blue Pikmin and return to the water, then clear out the three Puckering Blinnows northwest of the newly constructed bridge. Start by charging the nearest enemy, then gather your Pikmin and repeat the process until the area is clear. If a Puckering Blinnow skewers one of your Blue Pikmin, make that target a priority. If you move quickly, you can rescue the Pikmin before it's devoured.

8 Assign one Pikmin to transport each of the defeated enemies, then locate the Dirt Wall to the northwest. Assign three Pikmin to carry the nearby Sunseed Berry (strawberry), then toss one crew member and around half of your remaining squad over to the Dirt Wall. Turn around and follow the Pikmin you assigned to the Sunseed Berry.

Once the Sunseed Berry is on dry ground, recall the Blue Pikmin that are carrying it. Round up the idle Blue Pikmin waiting at their Onion and begin plucking the new sprouts that have appeared.

Switch to the crew member you left on the platform. Gather three of the Rock Pikmin or Yellow Pikmin assigned to collect Ultra-Spicy Berries, then lead them across the bridge and have them transport the abandoned Sunseed Berry back to the landing site. Once the strawberry is en route, turn around and head back across the bridge.

**Caution**

Don't assign any Winged Pikmin to carry the Sunseed Berry; you'll need all of them to complete the upcoming tasks.

Bamboo Gate

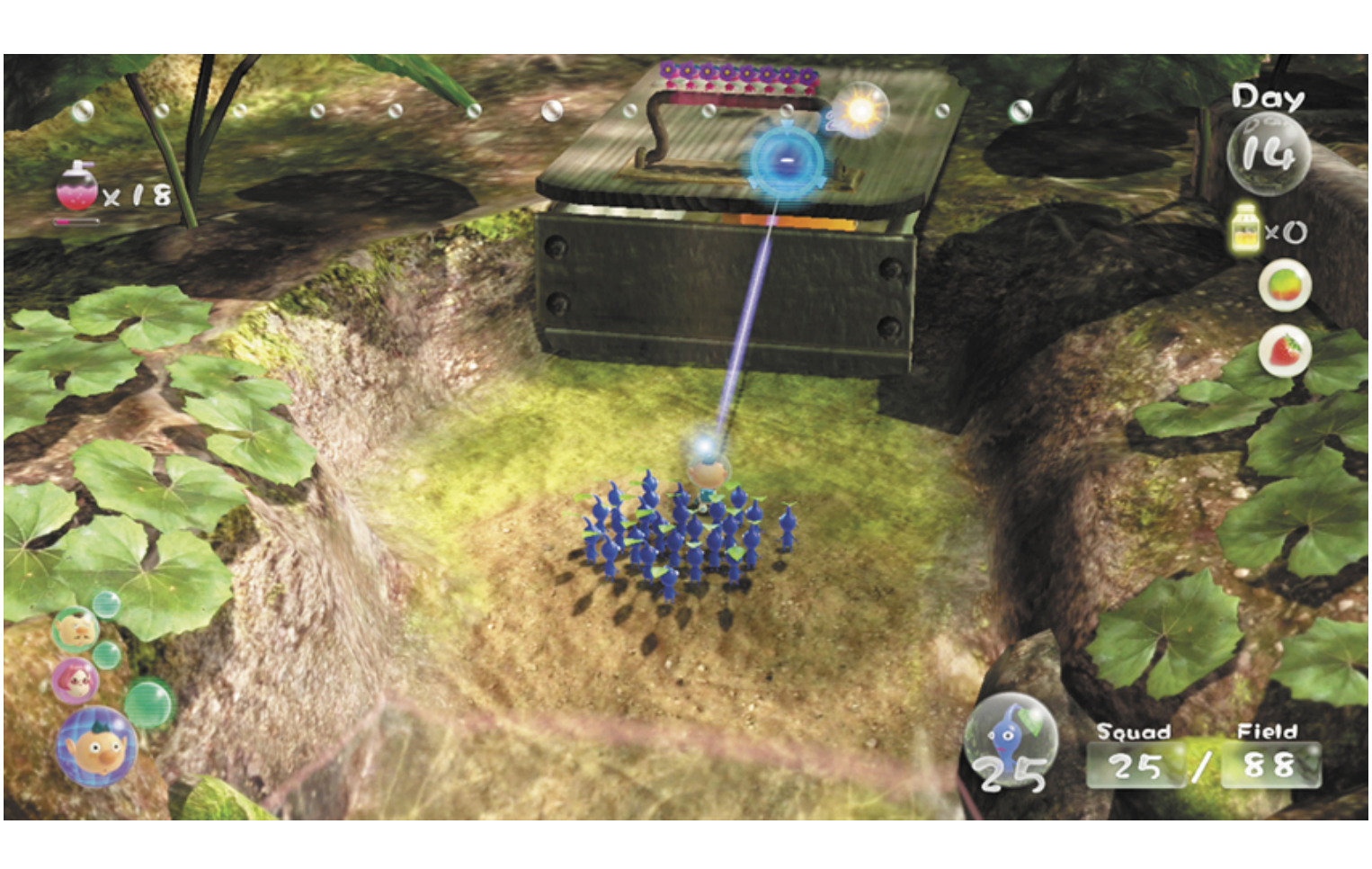
Switch back to the crew member near the Blue Pikmin's Onion and lead your squad into the water. Stand just outside the Bamboo Gate north of the Ultra-Spicy Berries. When you're ready, switch to the crew member on the nearby platform and assign 10 Winged Pikmin to lift the Bamboo Gate.

Puckering Blinnow

9 Switch back to the crew member leading the large squad of Blue Pikmin and pass under the raised Bamboo Gate. Lock onto the nearest Puckering Blinnow you see, then have your entire squad charge the enemy. Clear out the remaining enemies and allow one Blue Pikmin to transport each Puckering Blinnow back to its Onion.

10 Lead the rest of your squad down the path to the southeast to find a Citrus Lump (mikan) near the Tin Box you pushed off of the platform earlier in the day. Assign at least five Pikmin to carry the fruit, then drop down and collect the Data File in the nearby pit. When you're ready, climb out of the pit and return to the water near the raised Bamboo Gate.

Switch to the crew member on the platform, then throw the eight remaining Winged Pikmin onto the ledge. Switch back and call the group of Winged Pikmin into your squad.



11 Locate the box on the small patch of dry ground to the southwest, then use the eight Winged Pikmin to raise the Clipboard acting as a makeshift lid. When the box is open, toss up to 10 Blue Pikmin onto the revealed Velvety Dreamdrop (loquat). While the fruit is transported back to the landing site, gather the Winged Pikmin you used to lift the Clipboard.

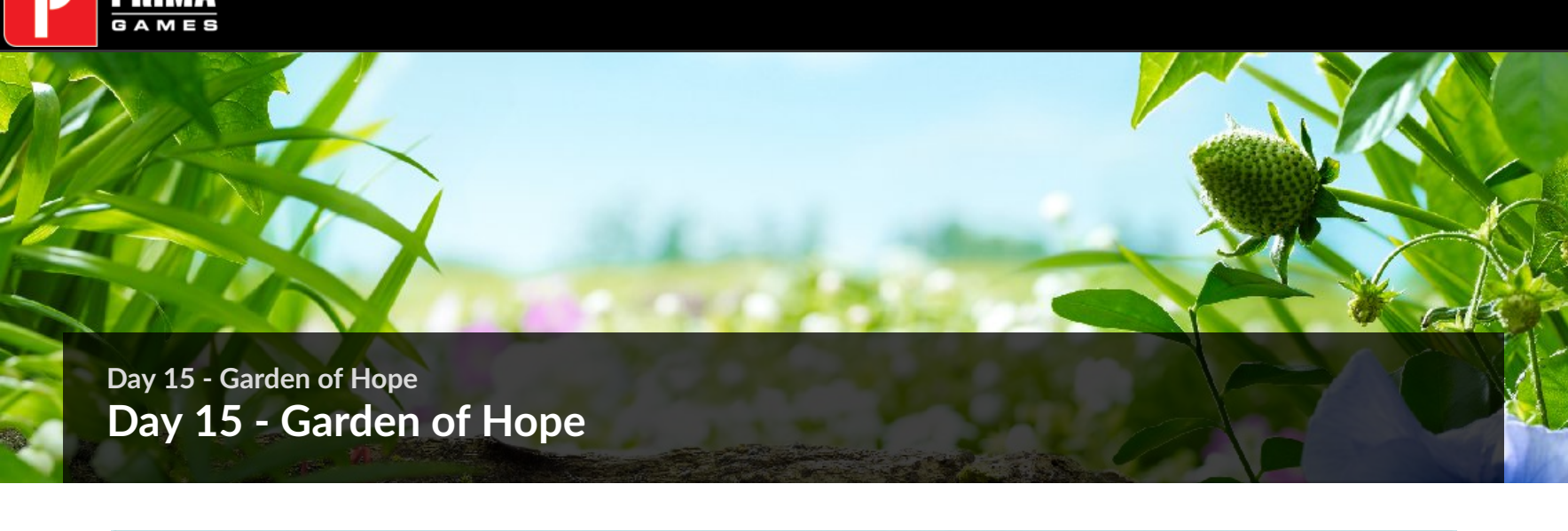
At this point, there probably isn't much time left in the day. Switch between crew members and collect your idle Pikmin. Once the Velvety Dreamdrop has passed under the Bamboo Gate, recall the Winged Pikmin that have been keeping the path open. Before the day ends, remember to pluck the new sprouts at the Blue Pikmin's Onions and grab any Pikmin still collecting Ultra-Spicy Berries.

**Progress Report: Day 14**

Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 14:

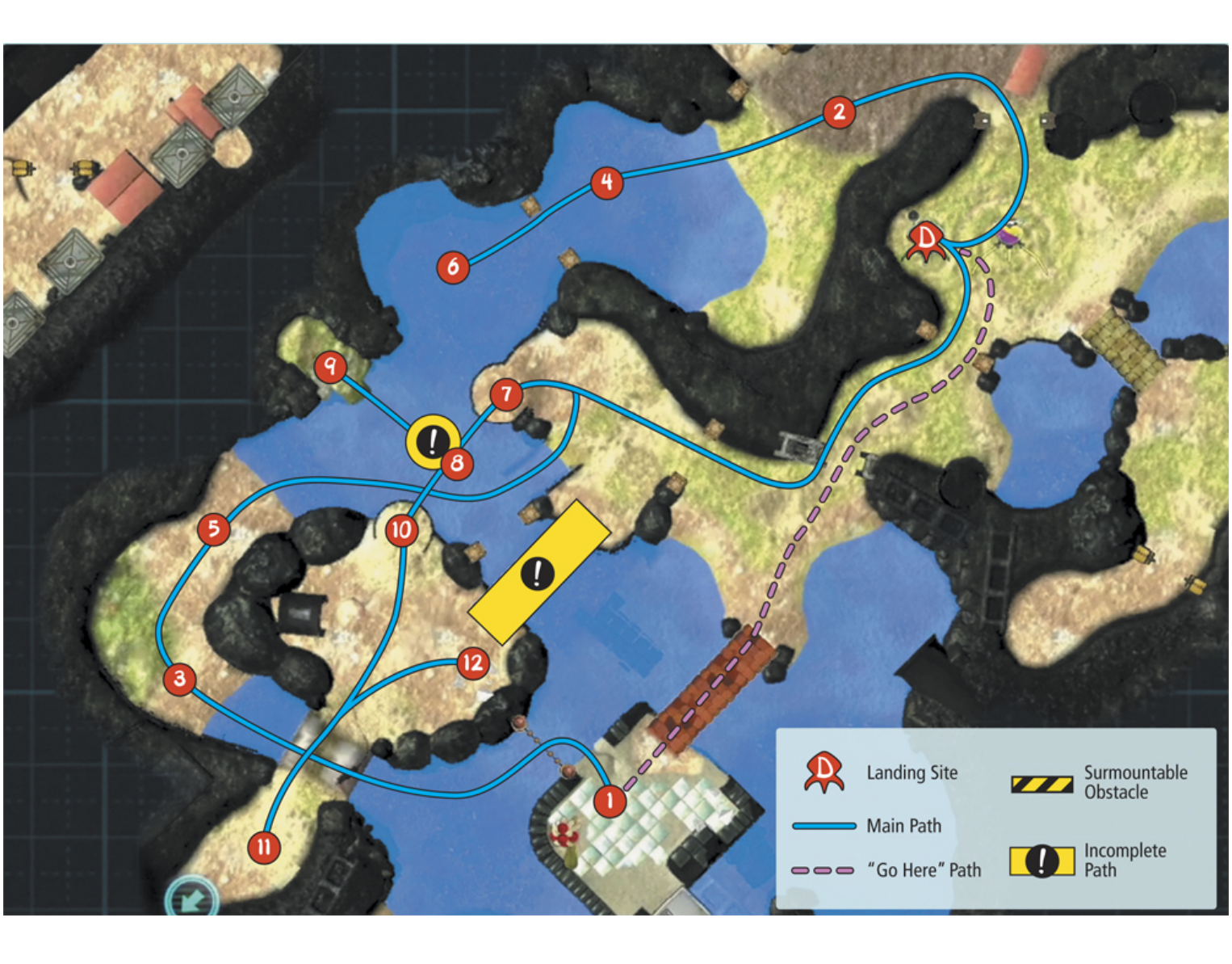
- Acquire the Blue Pikmin.
- Collect a Searing Acidshock.
- Collect a Sunseed Berry.
- Collect a Citrus Lump.
- Collect a Velvety Dreamdrop.
- Cultivate at least 50 Blue Pikmin.

Return to the Garden of Hope when you're ready to begin Day 15.



Day 15 - Garden of Hope

# Day 15 - Garden of Hope

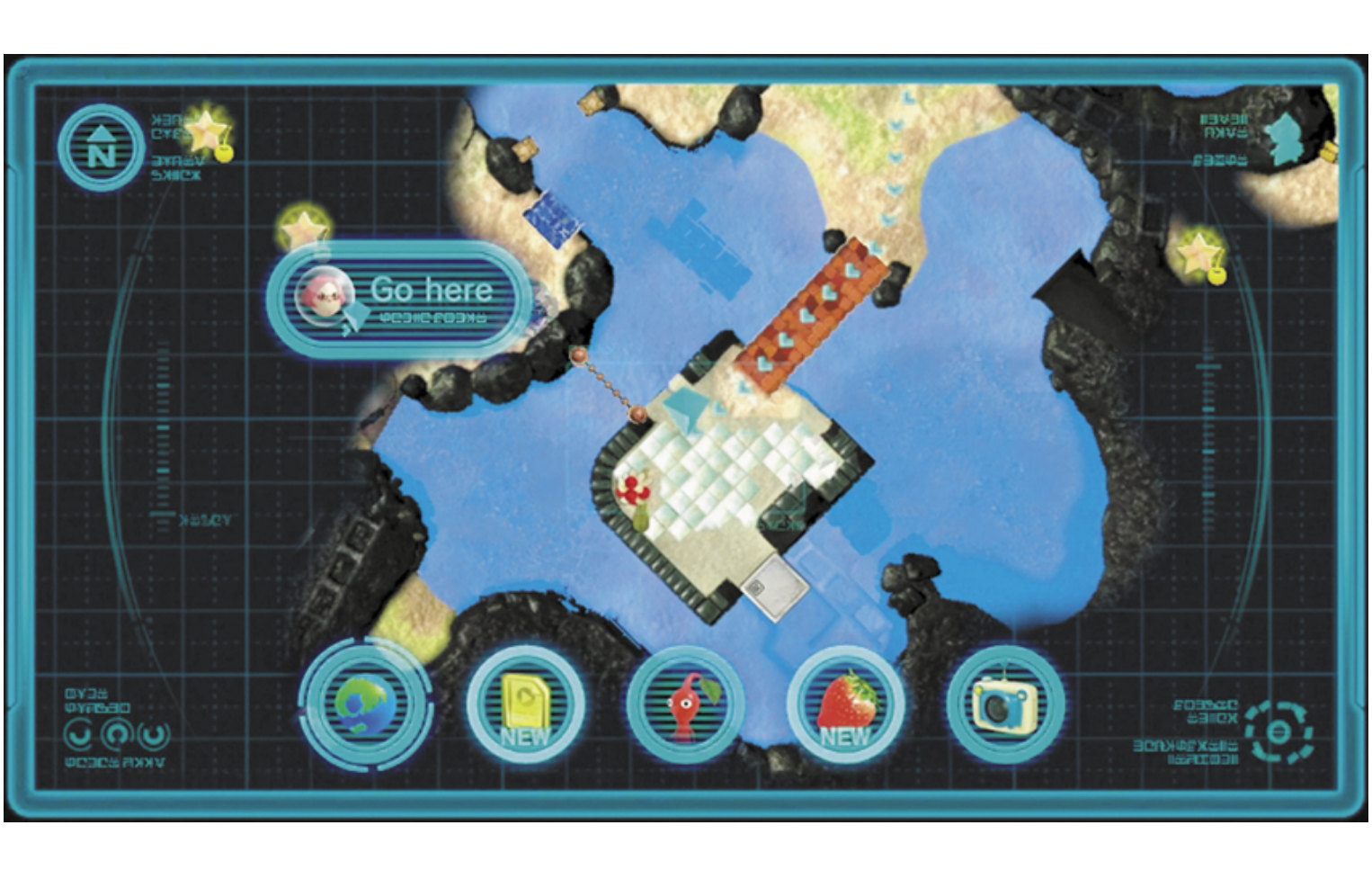


Map: Garden of Hope

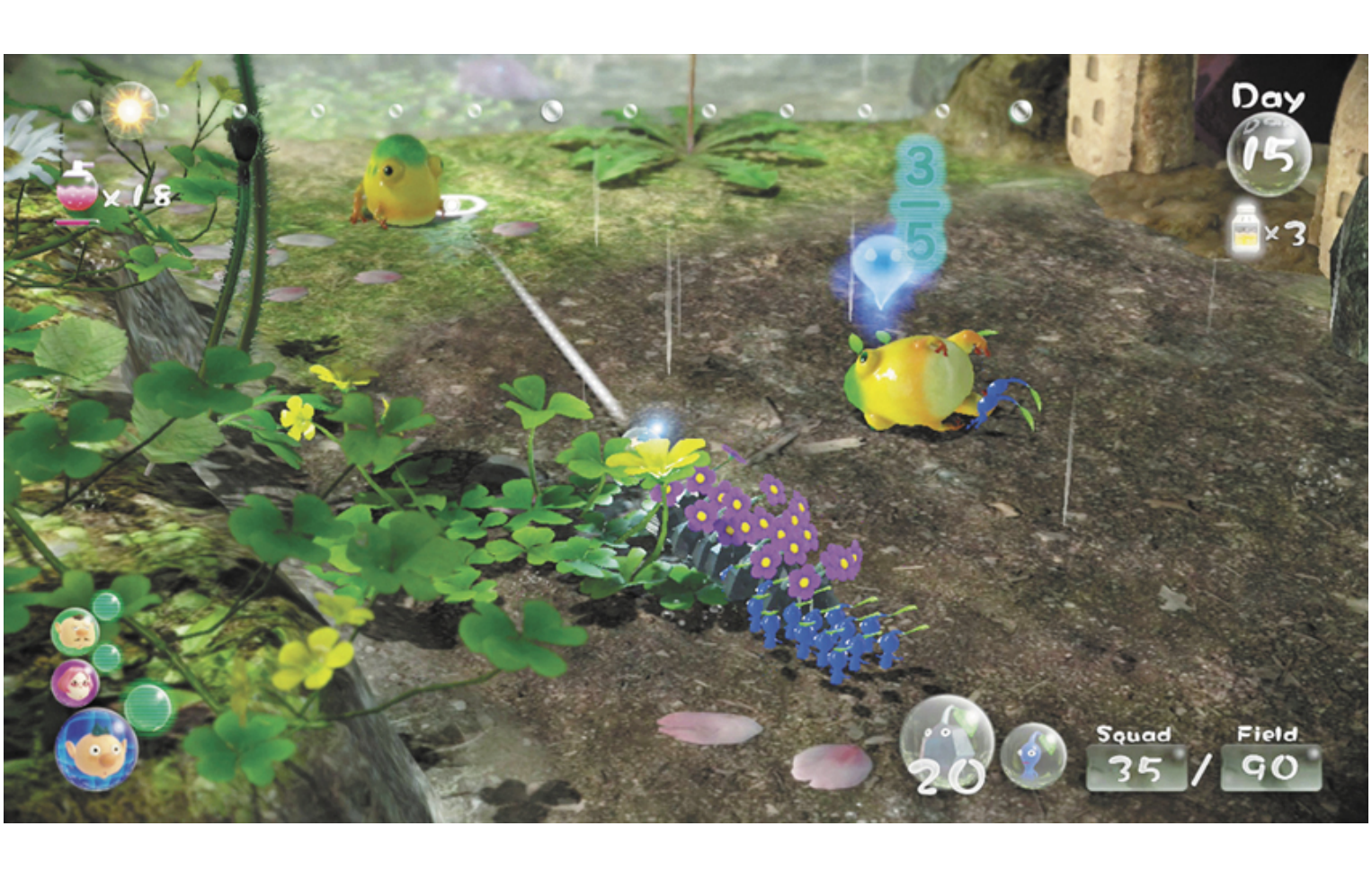
Remaining Juice: 3 canisters

Objectives: Cultivate more Blue Pikmin, collect more fruit, and assemble a bridge leading toward Louie's signal.

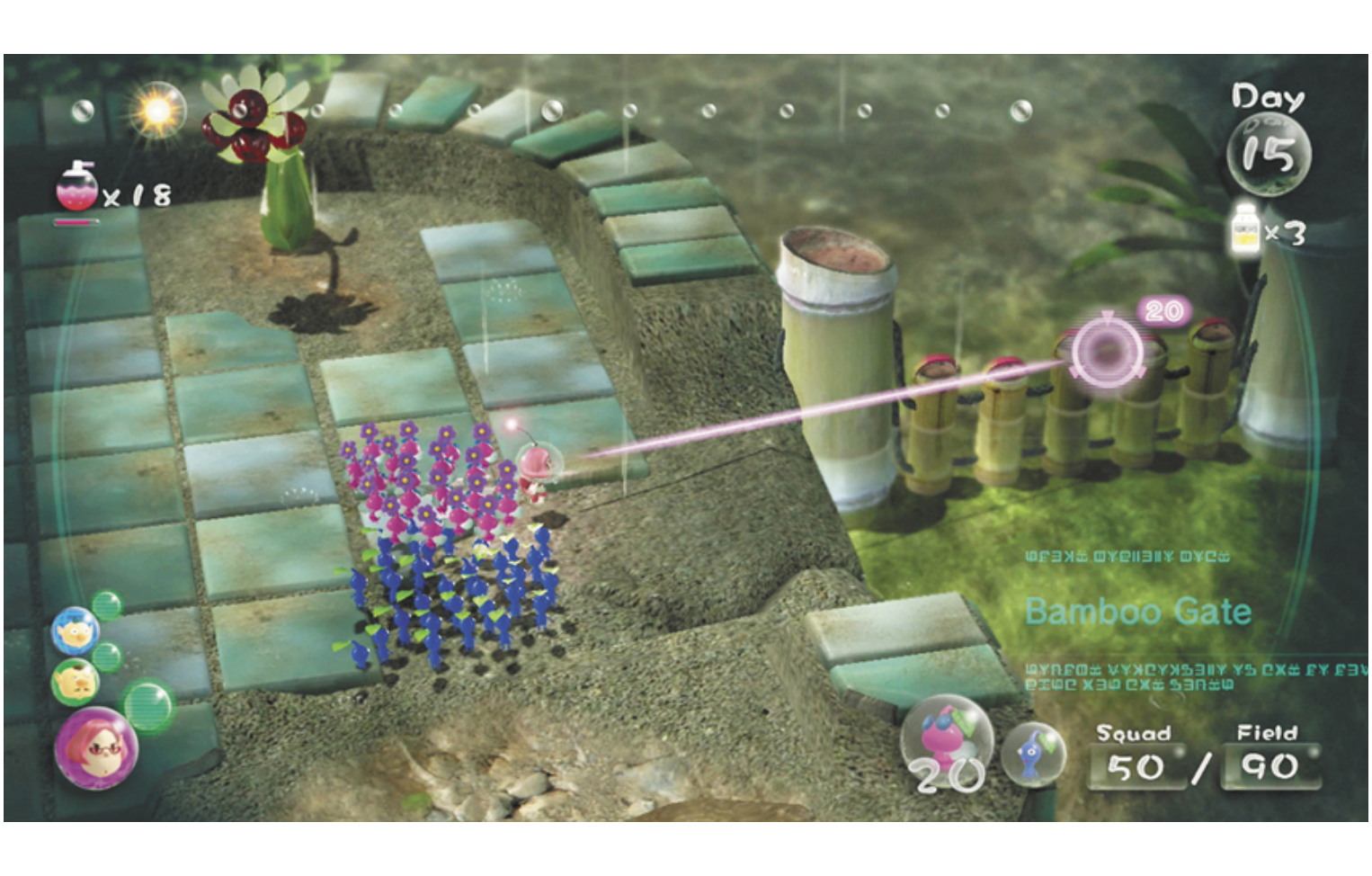
The juice supply is still dangerously low, and the crew is anxious to track down the thief. Create a path to reach Louie's signal—now that you've discovered the Blue Pikmin, you have everything you need to overcome any obstacles you encounter.



1 When the day starts, dismiss your squad to separate the crew members. Move one crew member under the Onion and call 20 Winged Pikmin and 30 Blue Pikmin. Use the "Go Here" command to send this squad to a point near the Ultra-Spicy Berries you discovered on the previous day.



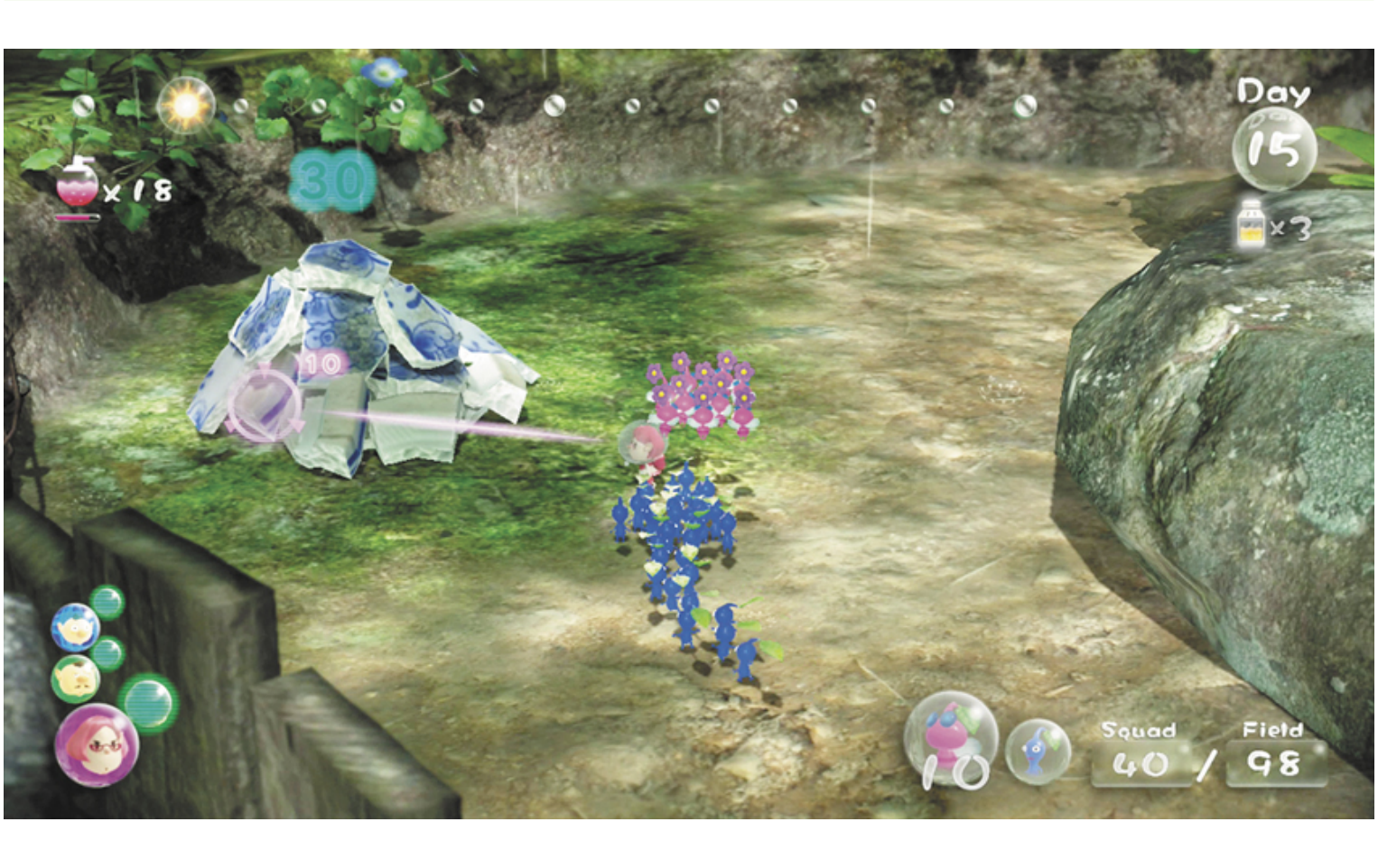
2 While the main squad heads out, switch crew members and create a secondary squad. Select 20 Rock Pikmin and at least 20 Blue Pikmin from the Onion. Leave the remaining crew member under the Onion and clear out the Yellow Wollywogs northwest of the landing site. Use the Rock Pikmin to defeat the enemies, then have the Blue Pikmin carry them back to the Onion.



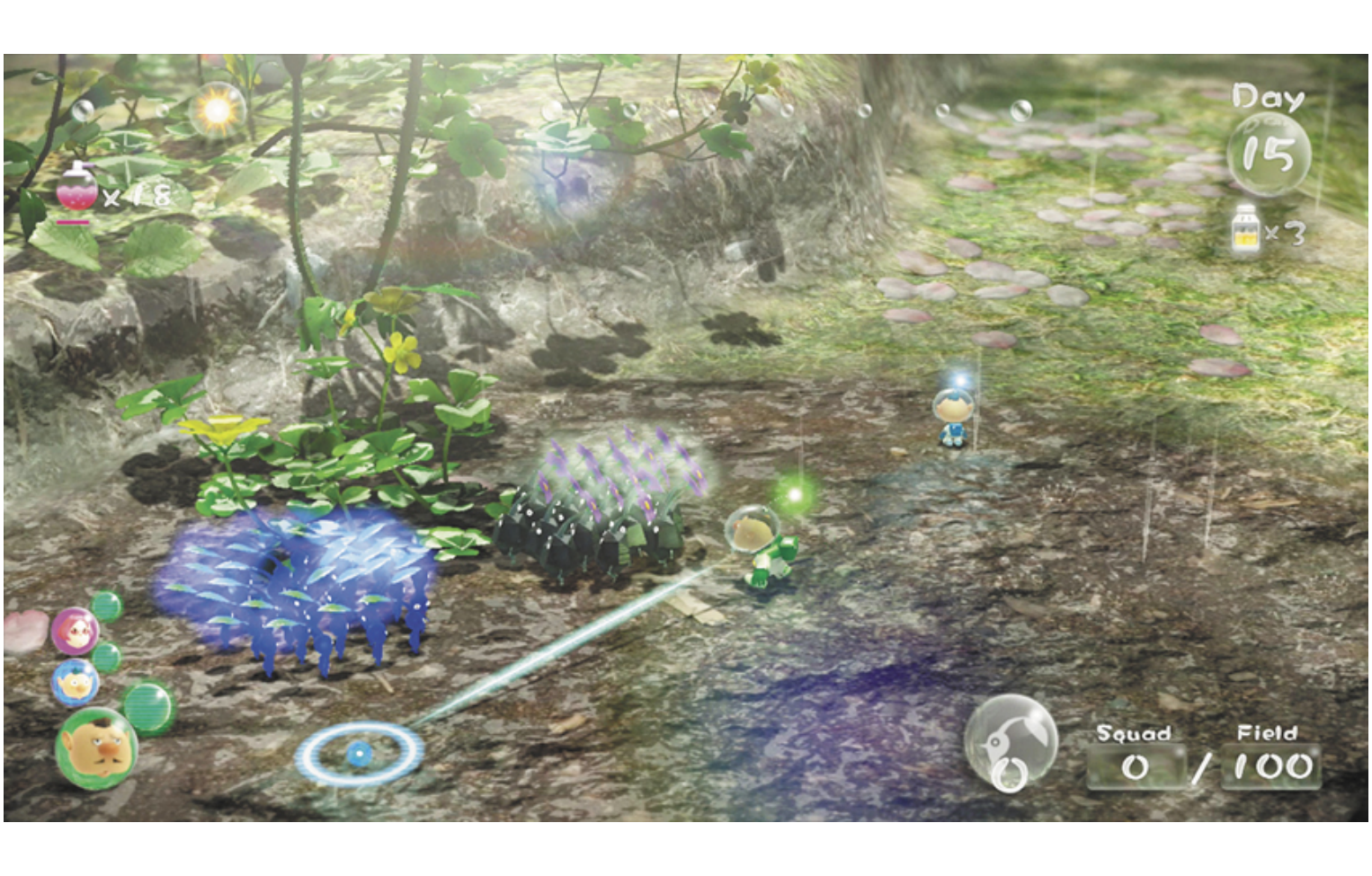
By now, the main squad should have reached its destination. Switch crew members and use 10 of the Winged Pikmin to lift the nearby Bamboo Gate.

**Tip**

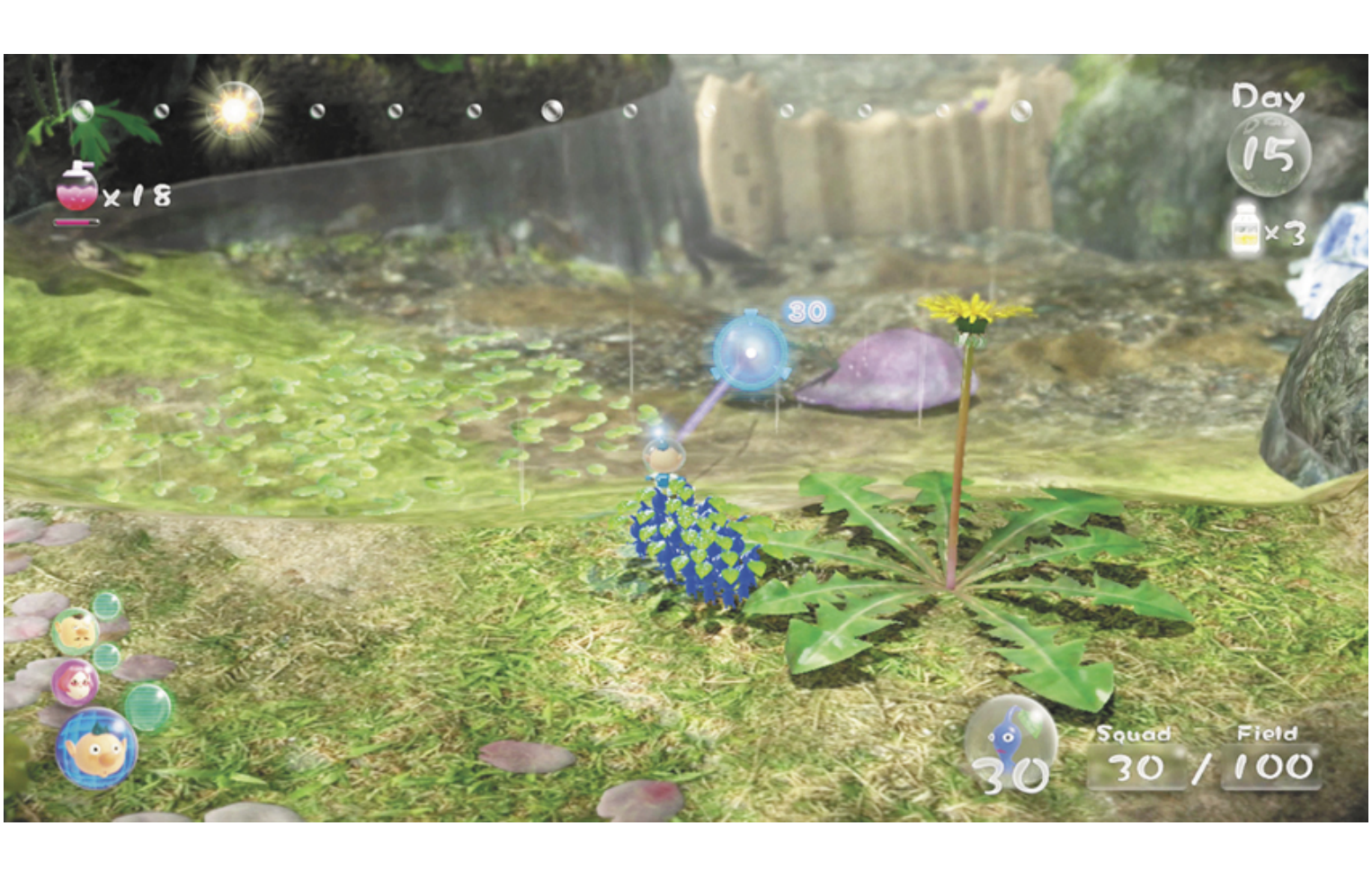
By now, you should have more than enough Ultra-Spicy Spray ready to go. If you're running low, however, go ahead and have one or two Blue Pikmin collect the nearby Ultra-Spicy Berries.



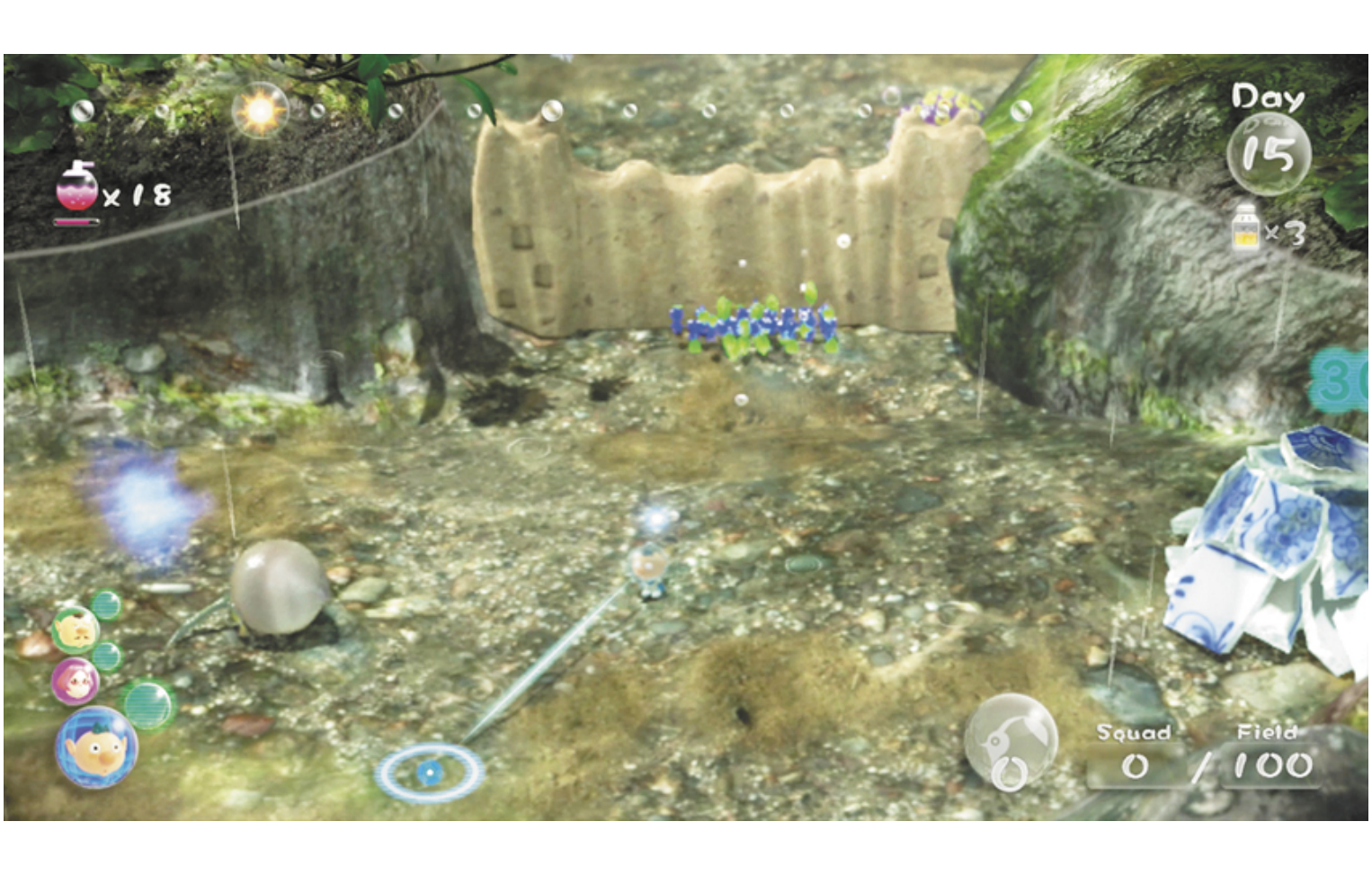
3 Drop down from the platform and pass under the Bamboo Gate. Follow the path to the northwest to find a pile of Fragments on a patch of dry ground. Send your squad charging into the Fragments, but make sure you don't venture any farther beyond the pile—there's a large creature hiding in the nearby patch of dark mud.



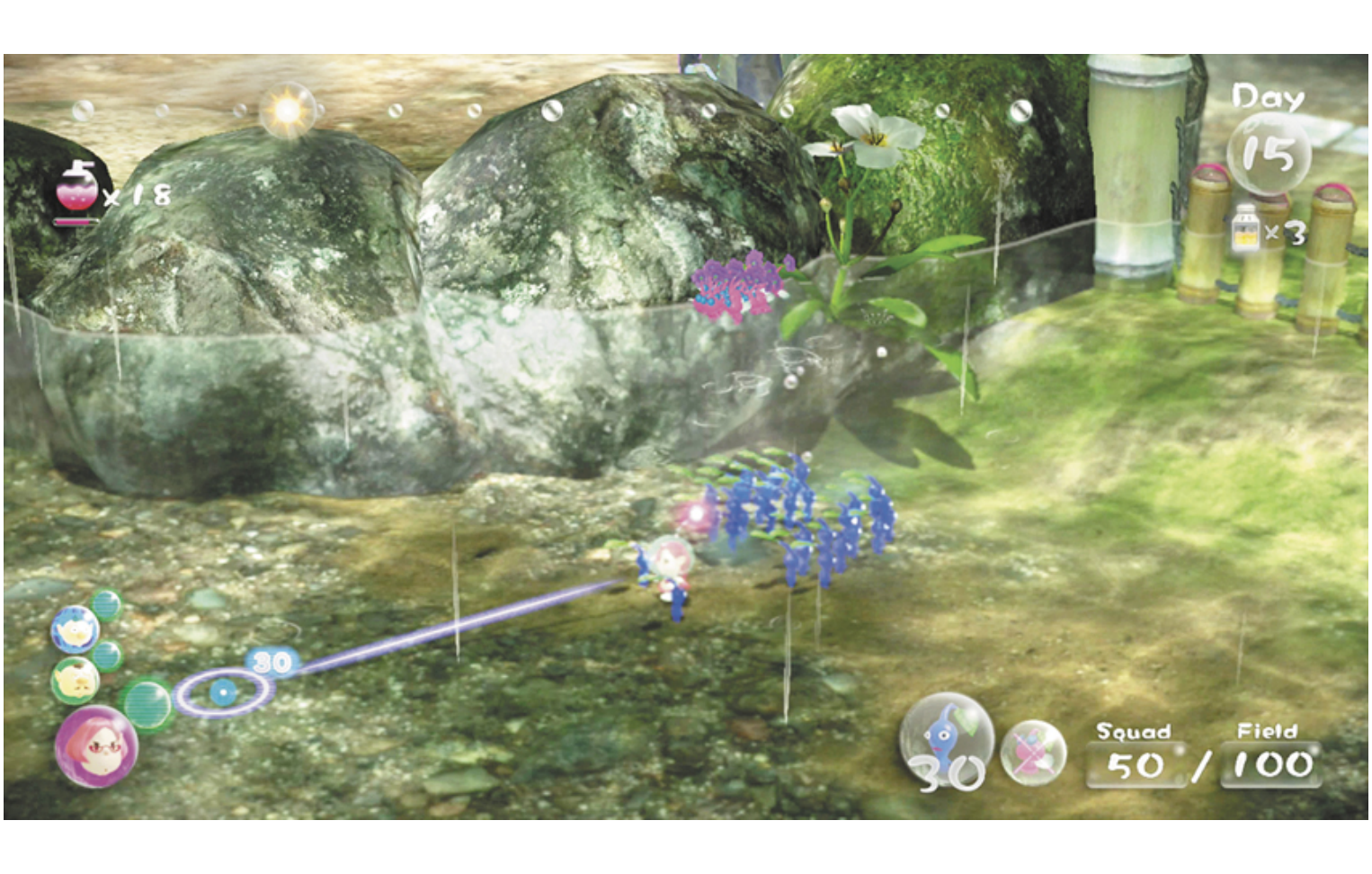
Switch to the crew member waiting at the landing site. Gather the nearby Pikmin and head to the area north of the landing site to rendezvous with the secondary squad. Merge the squads, then dismiss the Pikmin to separate the Blue Pikmin from the Rock Pikmin. Call the Rock Pikmin to your side, then switch crew members and gather the Blue Pikmin.



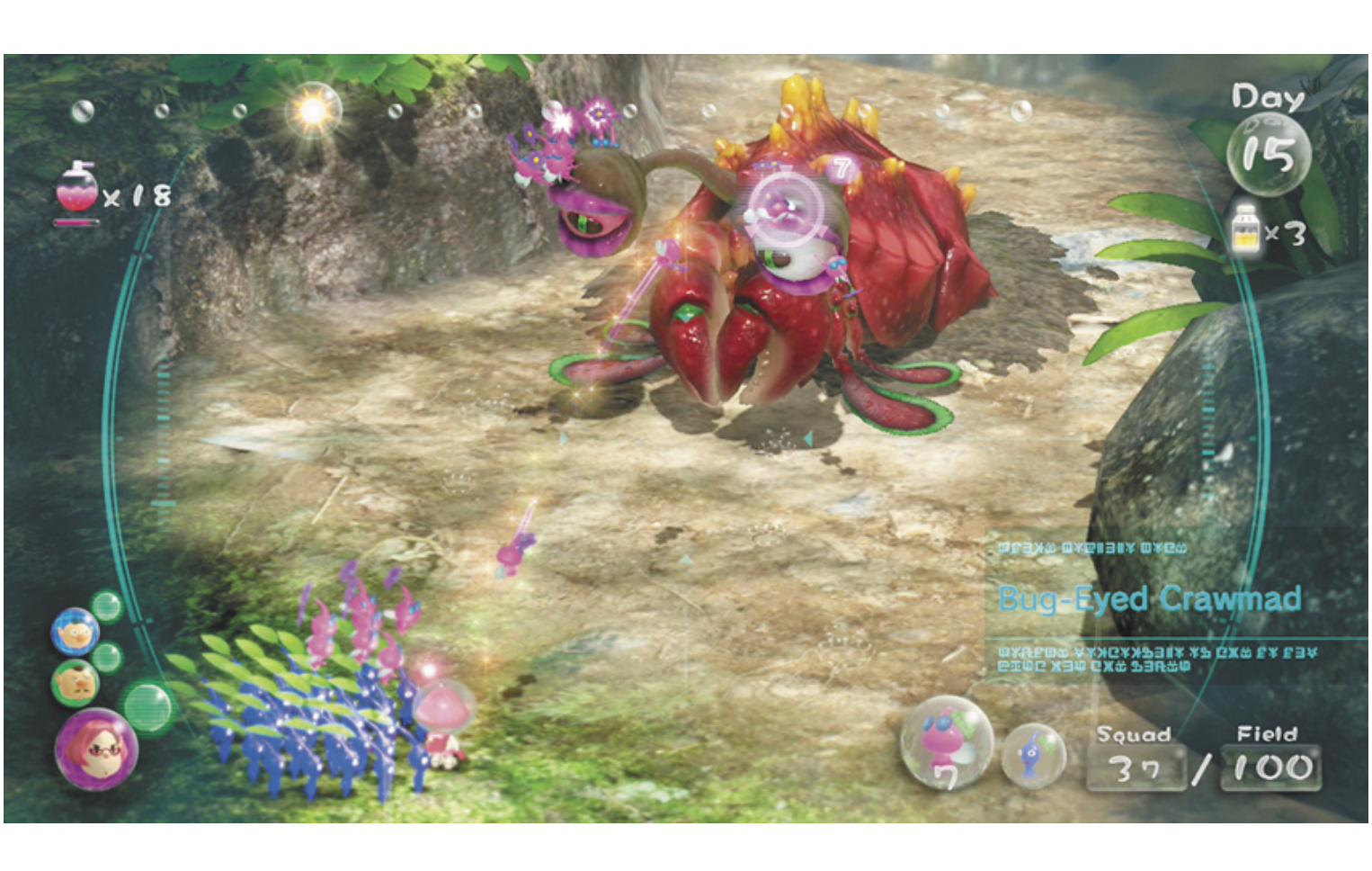
4 Lead the Blue Pikmin west to find a Toady Bloyster in a pool of water. Lock onto the creature's bulbous tail, then flank it to keep your Pikmin clear of its mouth. Have your squad charge the Toady Bloyster's tail. Like the Sputtlefish, the Toady Bloyster releases ink when it's attacked. If any of your Pikmin are affected, round them up and send them back into the fight.



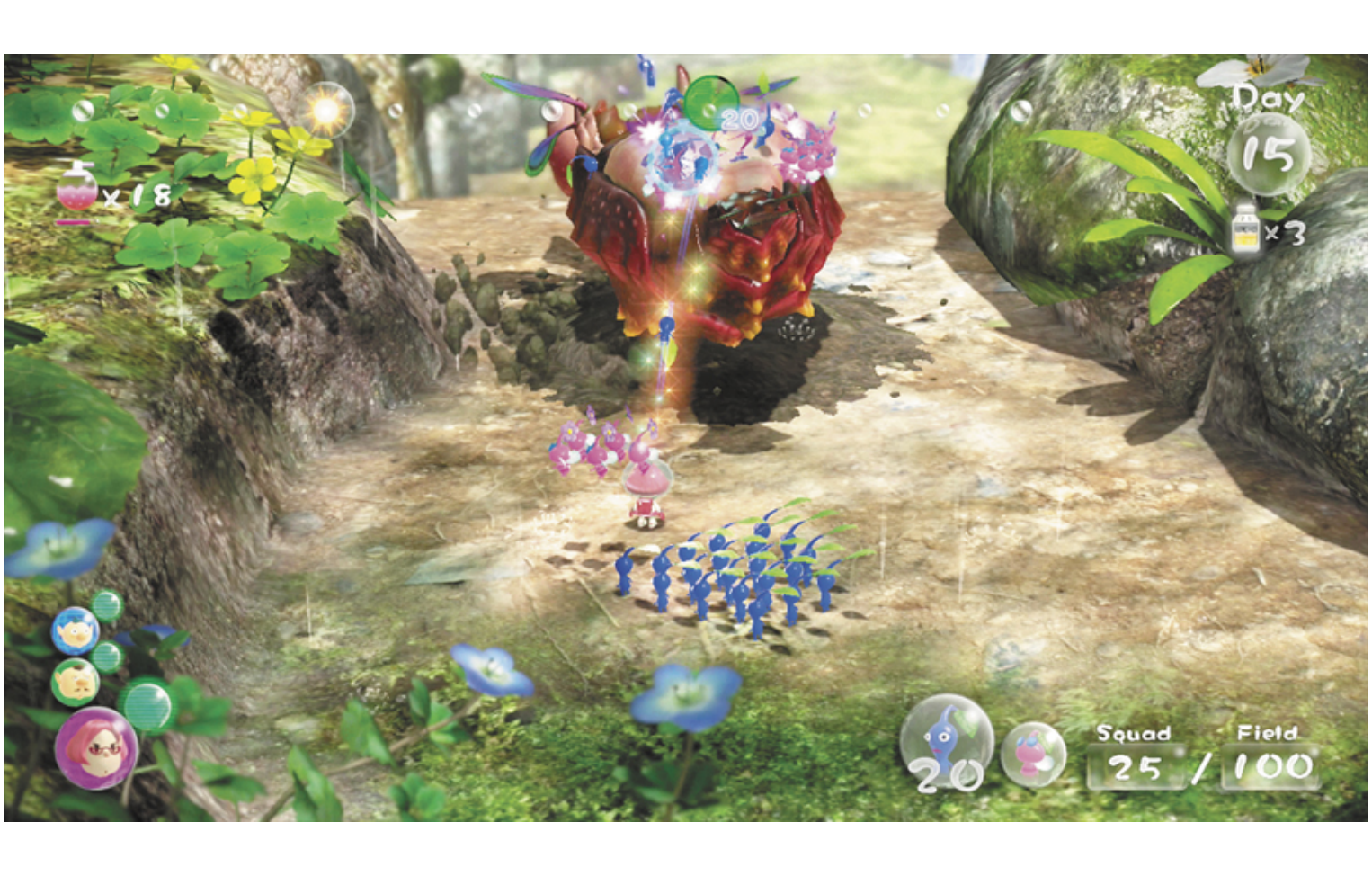
After you defeat the Toady Bloyster, recall your Blue Pikmin and have them attack the nearby Dirt Wall.



Switch back to the main squad and reassemble your Pikmin. Grab any Pikmin that have finished moving the Fragments, then head back to the raised Bamboo Gate. Check the in-game map to make sure all of your Pikmin have returned from their deliveries, then call the Winged Pikmin down from the Bamboo Gate.



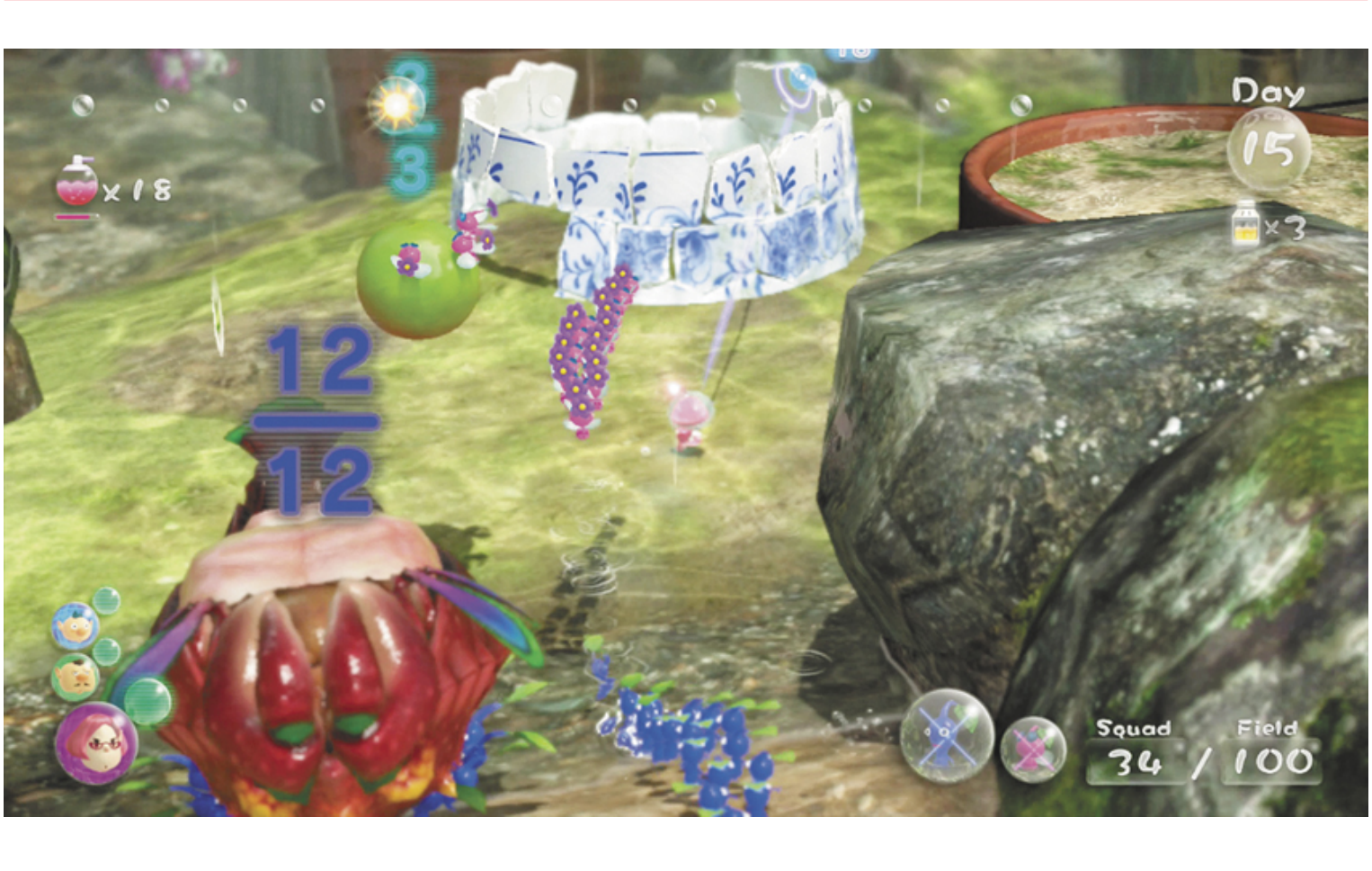
5 Once your main squad is back to full strength, move to the patch of mud near the first Fragment pile's original location. As you approach, a Bug-Eyed Crawmad emerges from the mud. Throw 5 to 10 Winged Pikmin onto each of the creature's eyes. The creature attacks by lunging straight ahead. When you see Bug-Eyed Crawmad lean back, get your squad out of its path as quickly as possible.



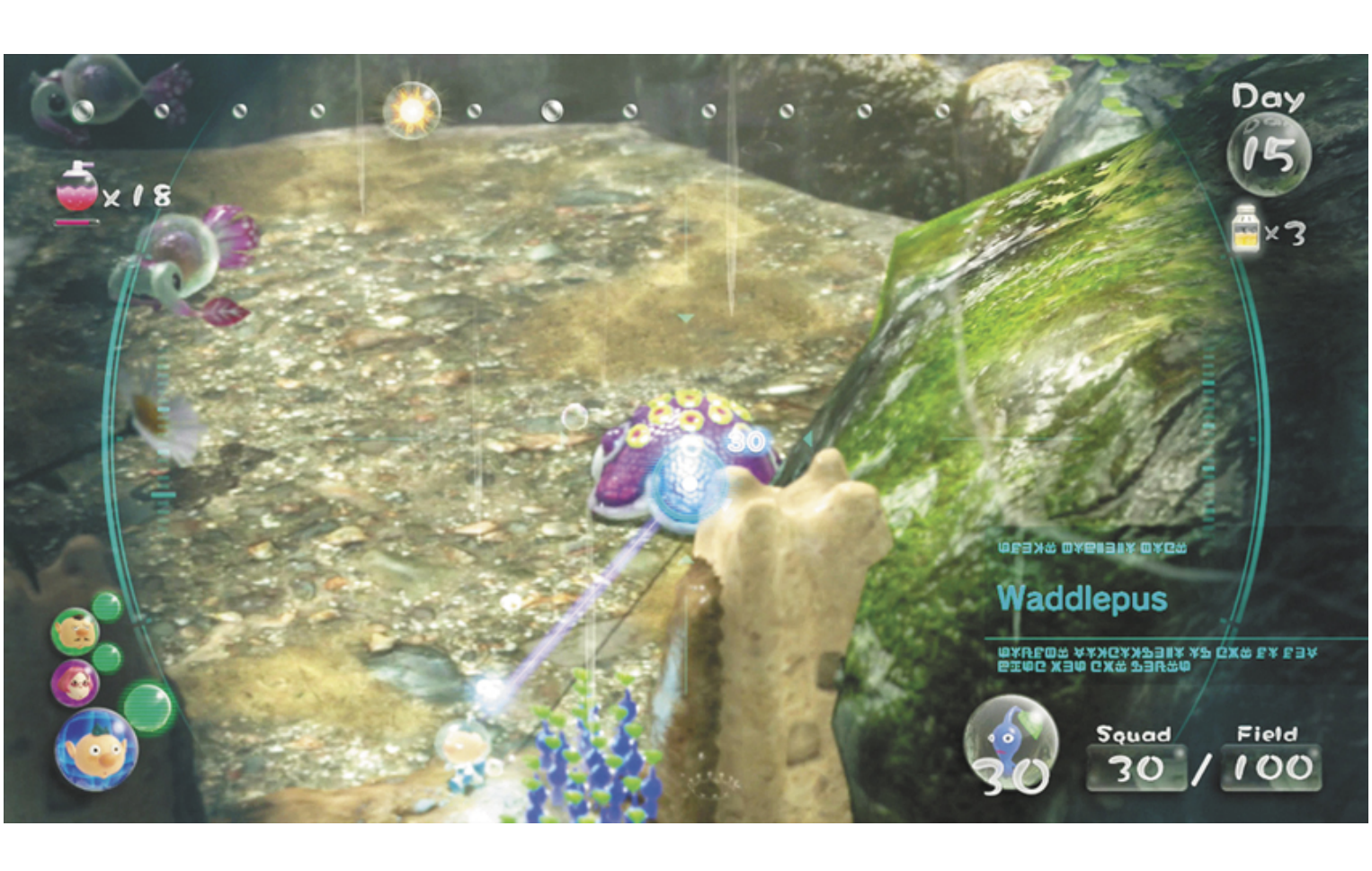
When the Winged Pikmin do enough damage, the Bug-Eyed Crawmad retracts its eyes and flips onto its back. Throw your Blue Pikmin onto its fleshy underbelly until the creature retreats into the ground. Wait for the creature to reemerge, then repeat the process.

**Caution**

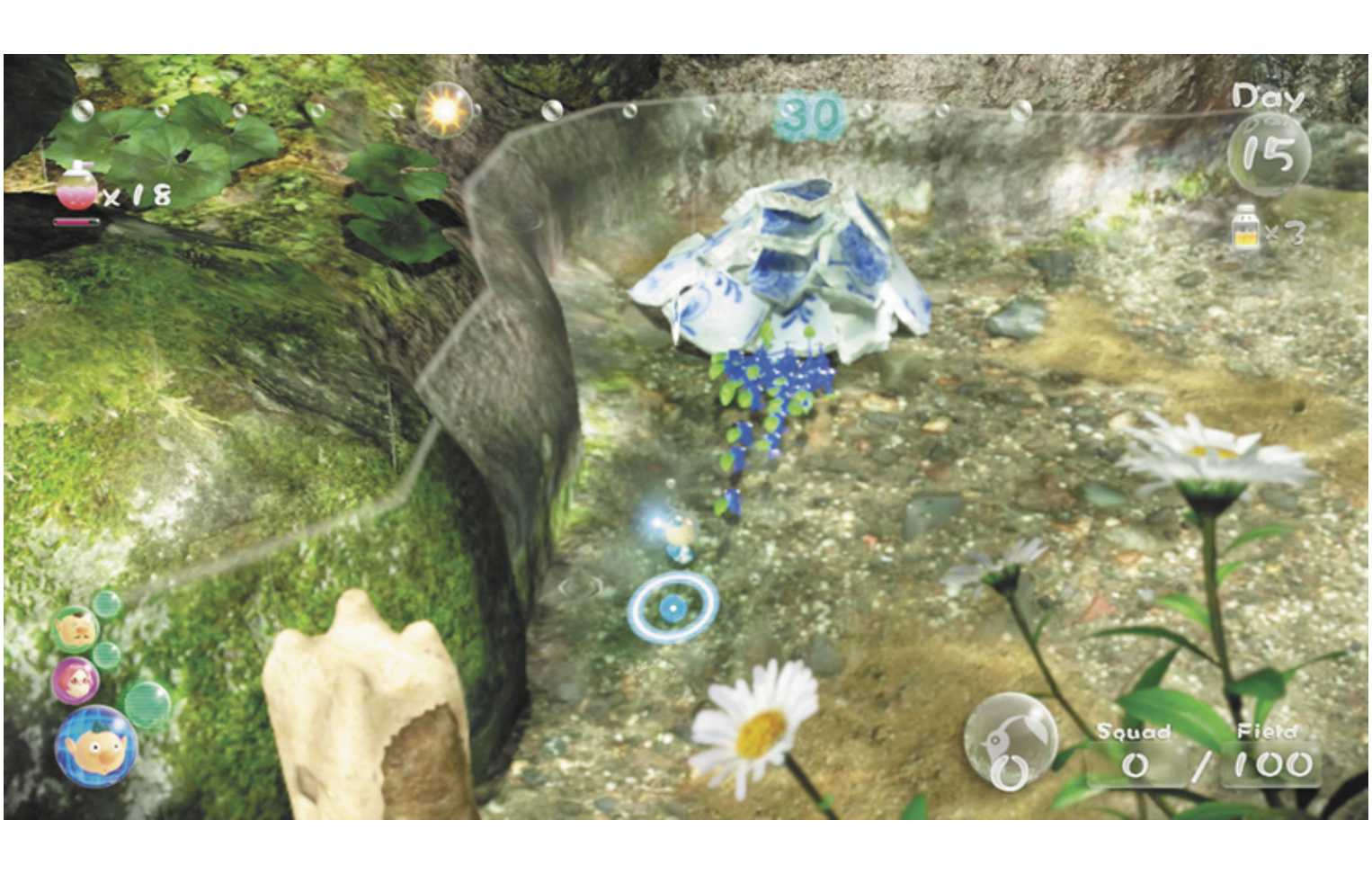
If you don't force both eyes to retract in within a few seconds, the Bug-Eyed Crawmad will dive into the ground without first flipping over.



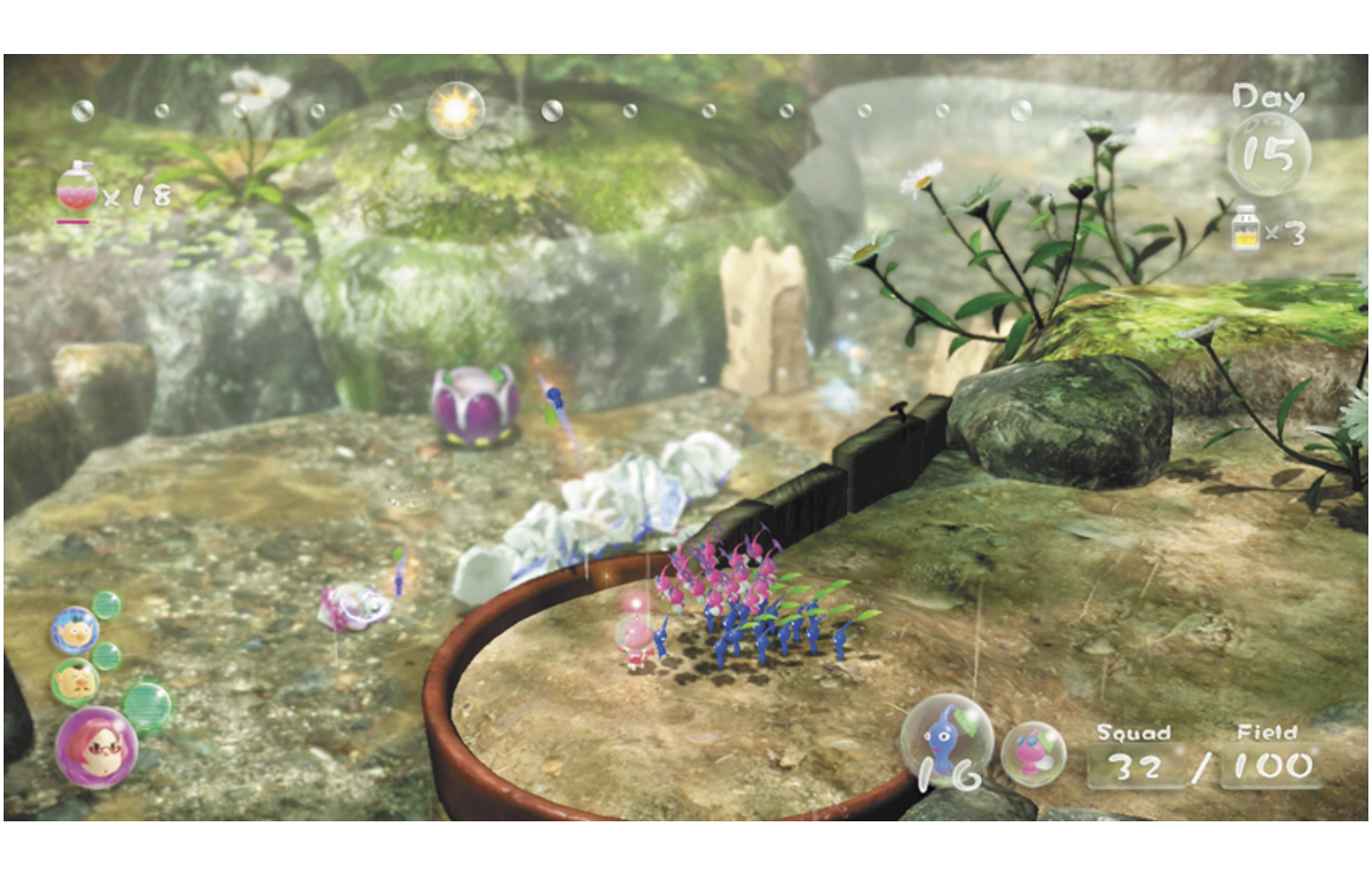
When you defeat the Bug-Eyed Crawmad, it drops a Searing Acidshock (green apricot). Assign 3 Winged Pikmin to transport the fruit, then have 12 Blue Pikmin transport the fallen enemy. Lead the rest of your squad northeast. Move into the water, pass the half-built pot, then head up the nearby ramp and return to dry ground.



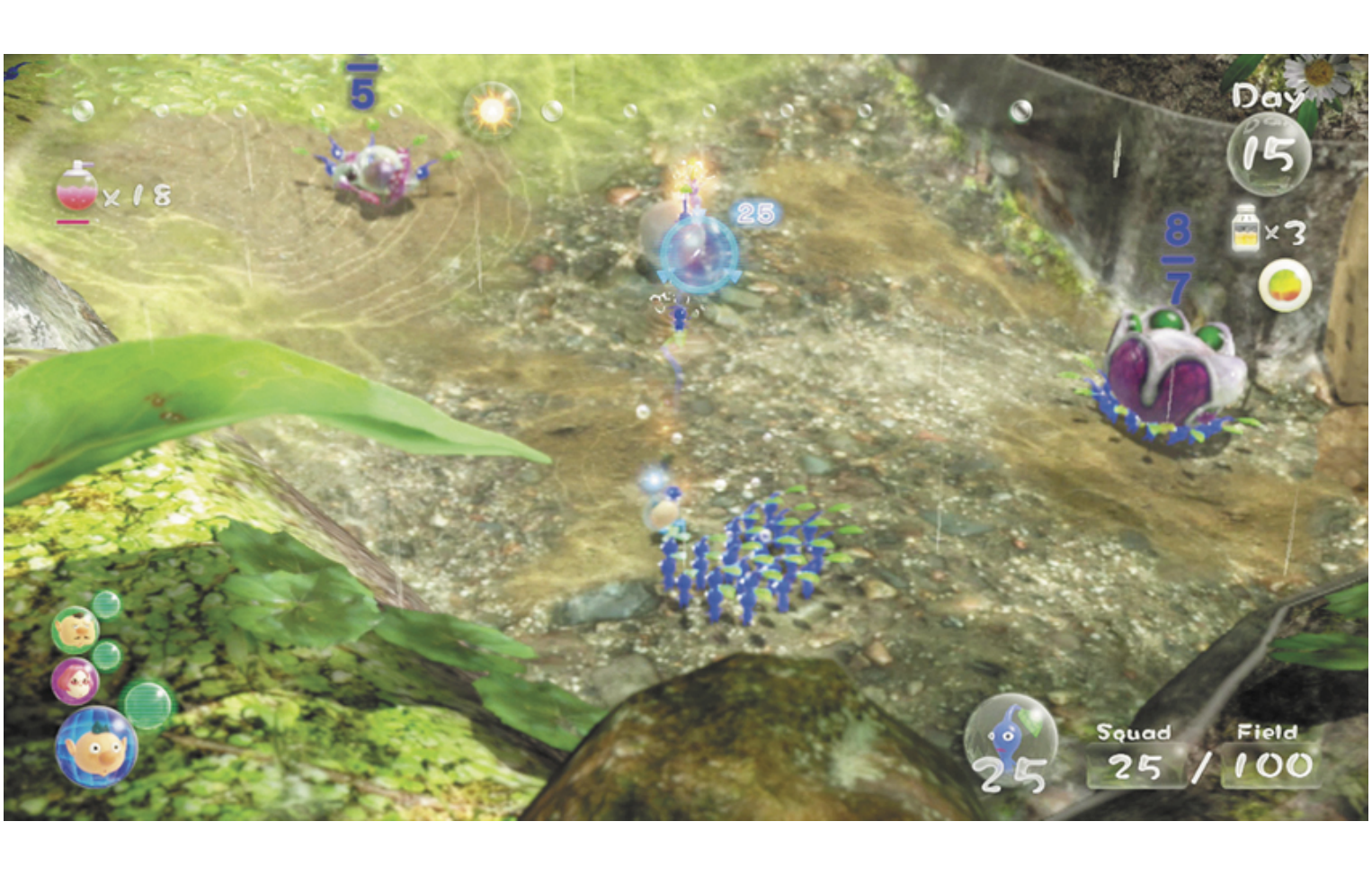
6 Switch to the crew member you left near the Dirt Wall. The secondary squad should have finished destroying the obstacle, so round them up and step through the opening. Clear out the Waddlepus and the two Sputtlefish swimming nearby, but gather your Pikmin before they attempt to transport the defeated enemies.



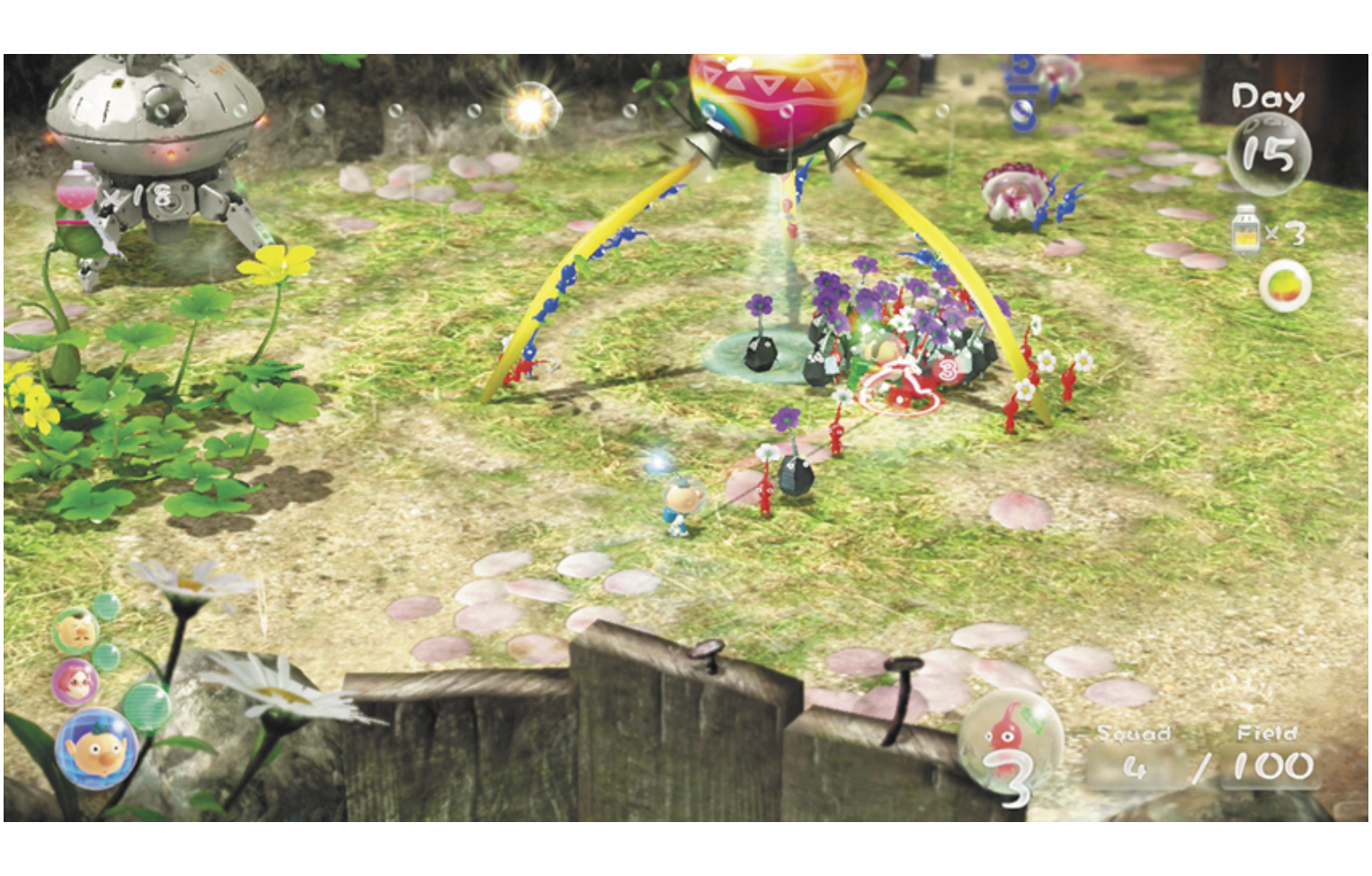
Head back through the remains of the Dirt Wall, then send your squad charging into the nearby Fragment pile.



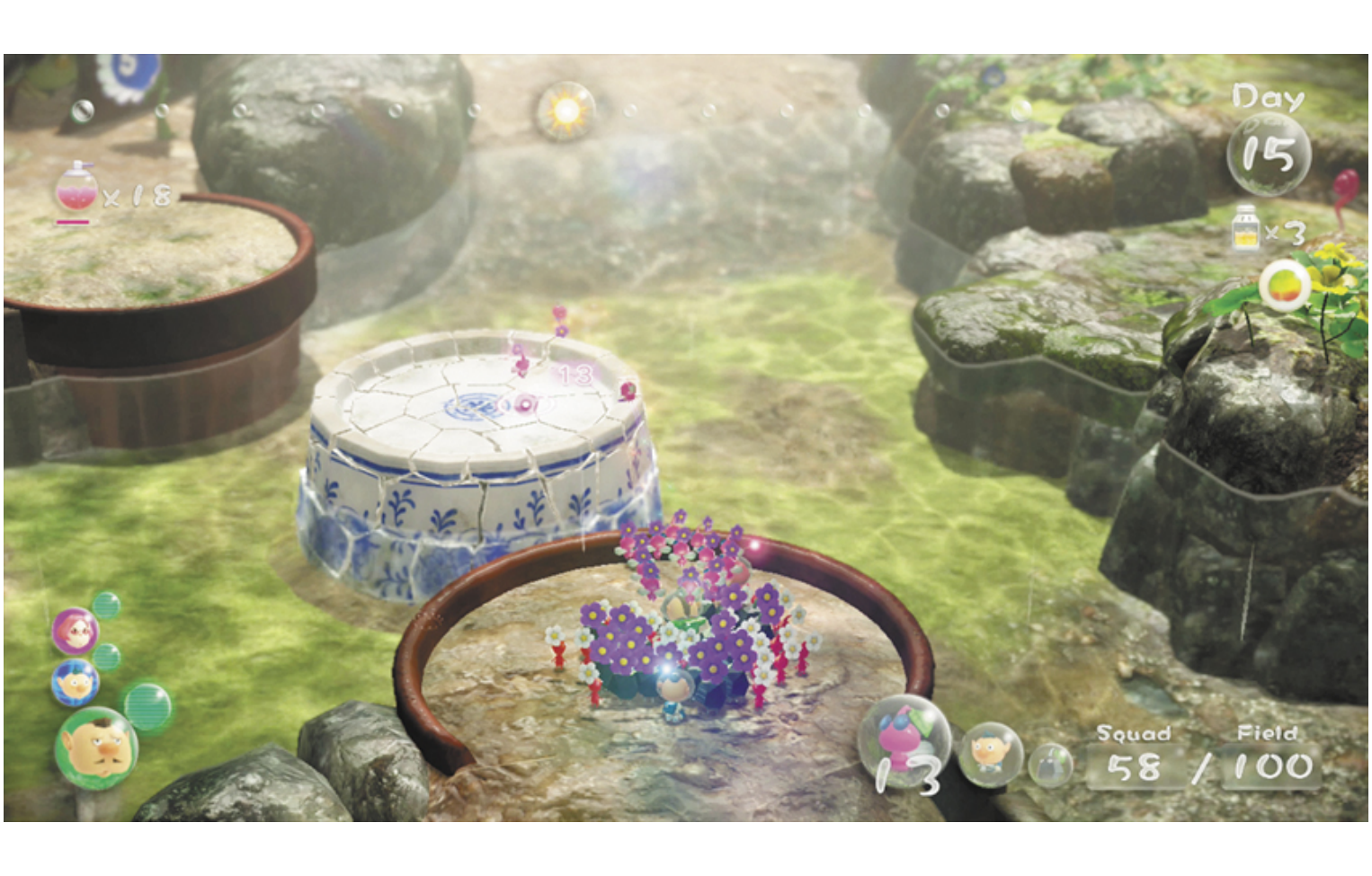
7 Switch back to the main squad and move onto the flower pot overlooking the water. Toss all of your Blue Pikmin near the defeated enemies below you.



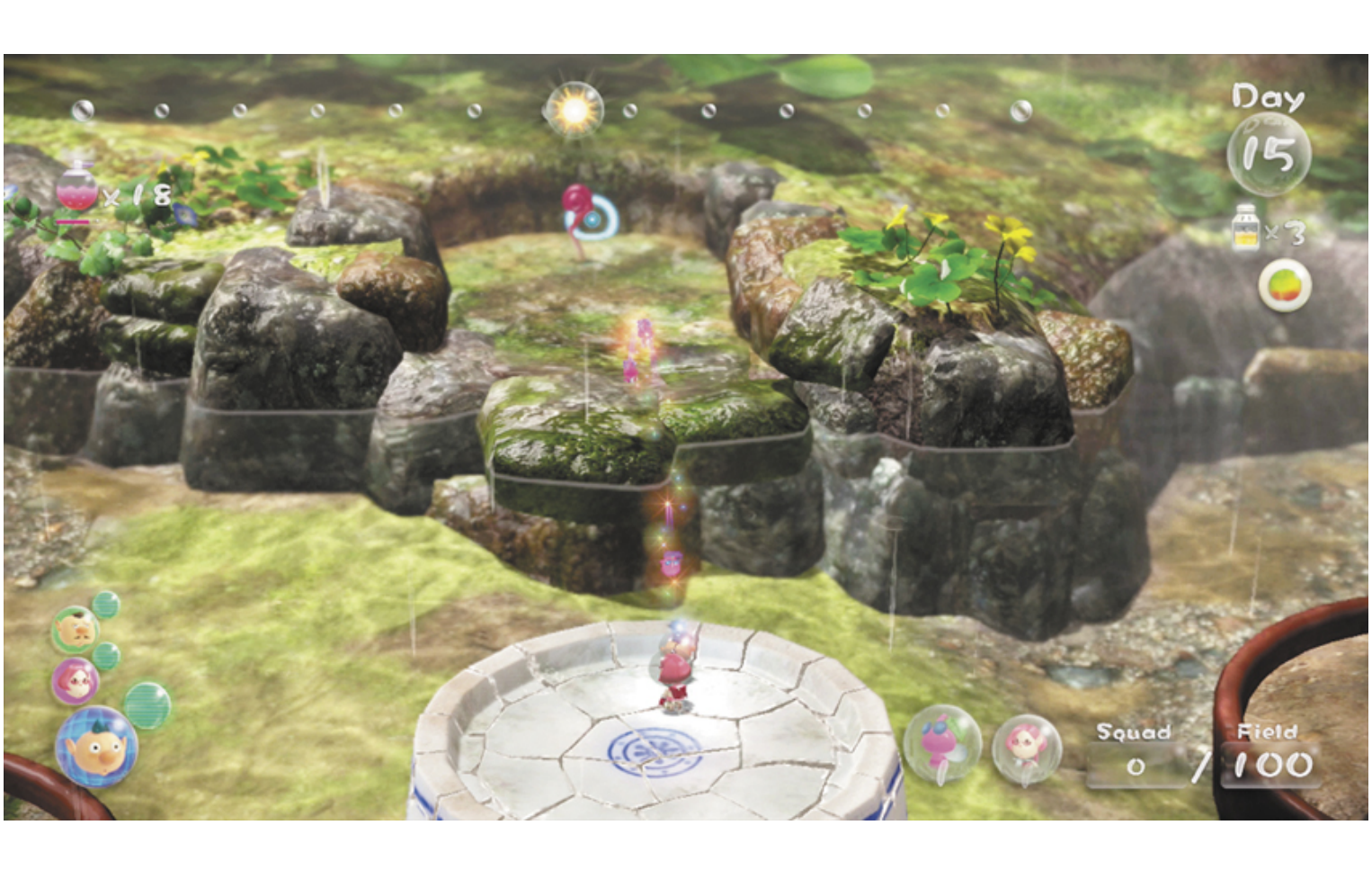
Switch to the crew member you left in the water, then round up any idle Blue Pikmin. Assign Pikmin to any defeated enemy that isn't already being transported. When all of the Fragments have been delivered, grab the Pikmin assigned to the task and move back toward the landing site.



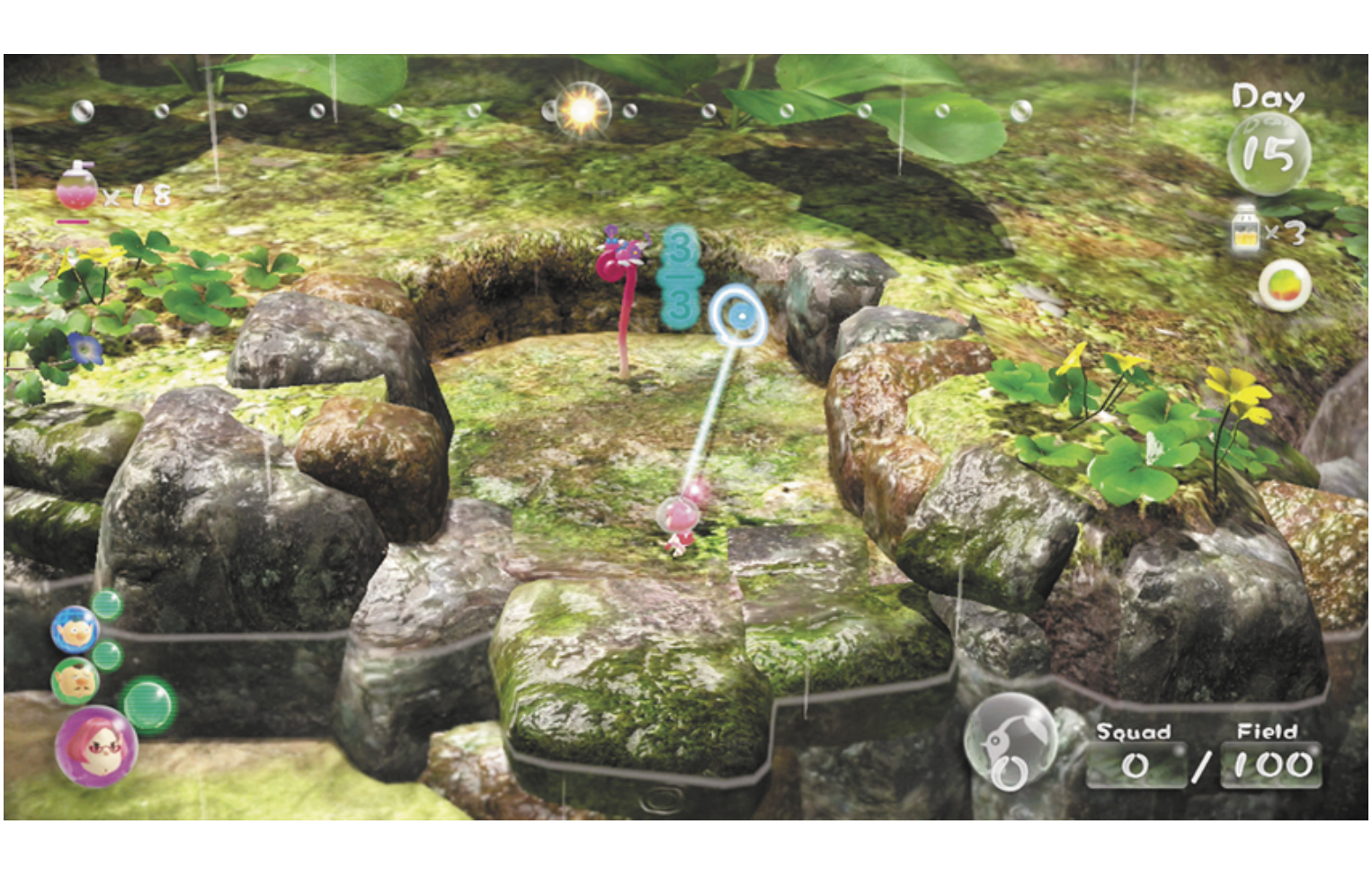
On your way to the landing site, merge with the squad of Rock Pikmin you left near the water. Return to the Onion and gather the waiting Pikmin. Return all of your Blue Pikmin to the Onion, then fill the available slots with Red Pikmin.



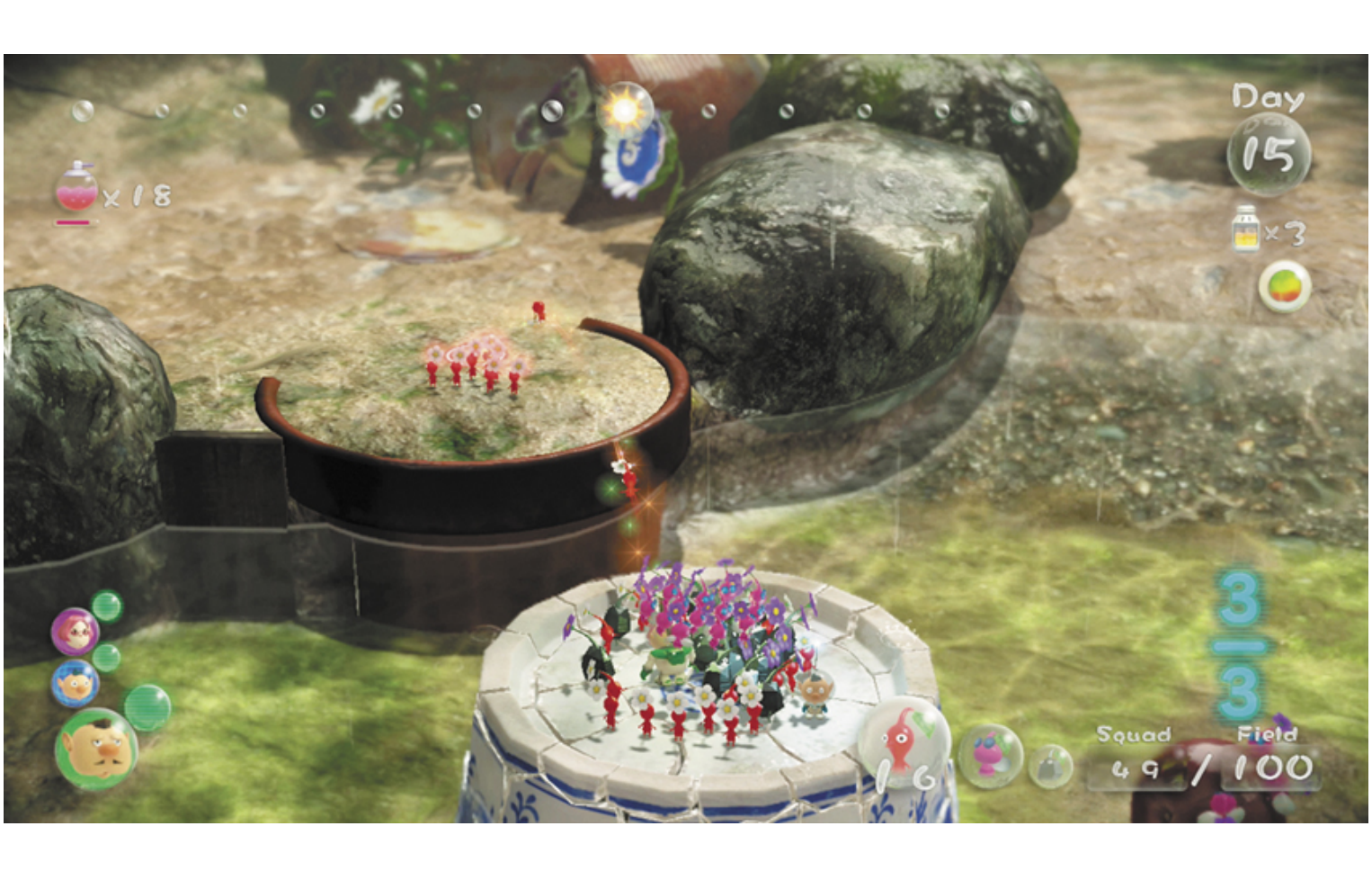
Leave any Blue Pikmin that are transporting objects to complete their work. Follow the path to the southwest, then rendezvous with the squad waiting on the flower pot. From this location, toss two crew members and three Winged Pikmin onto the reassembled pot to the southwest.



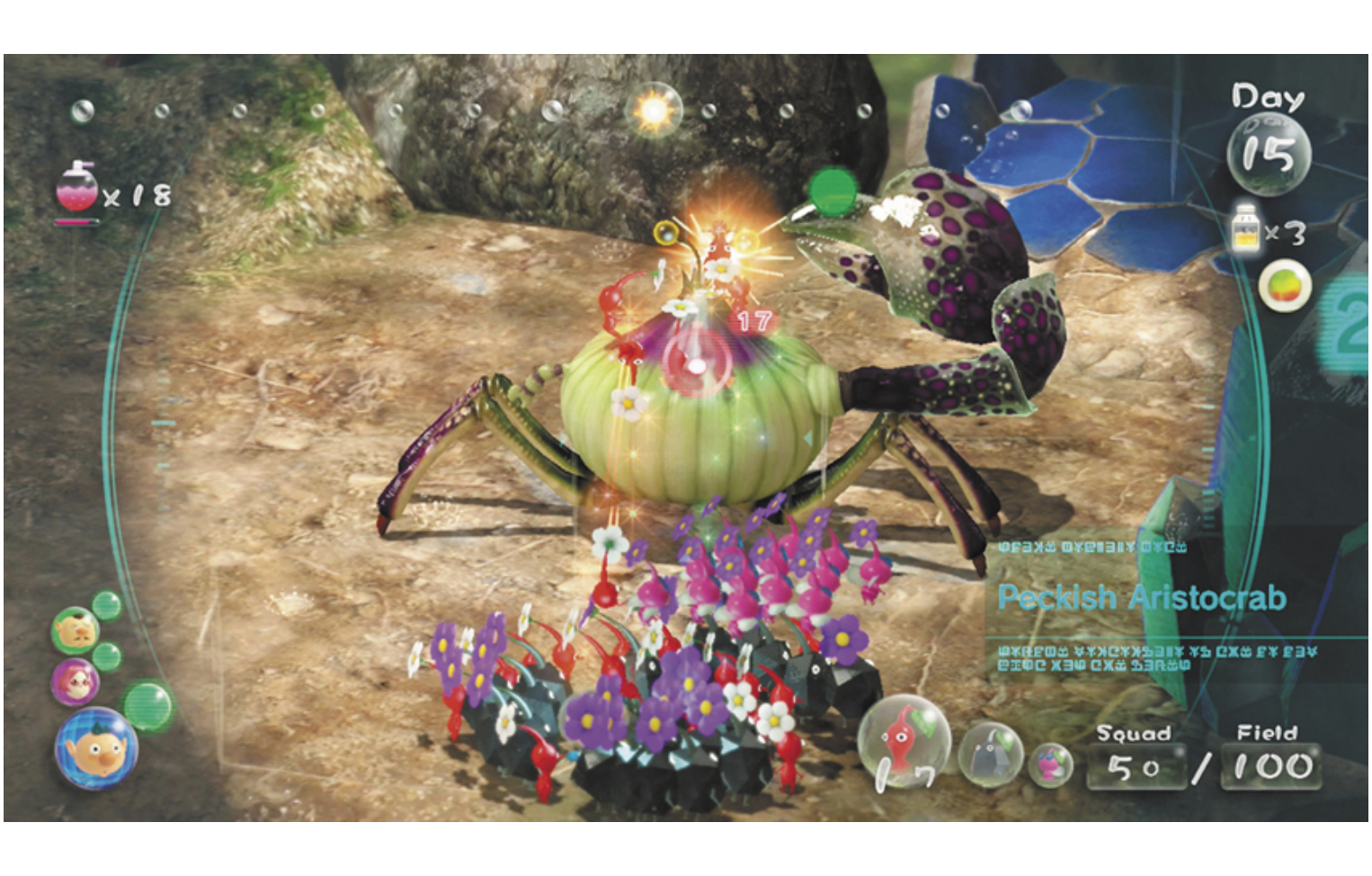
8 Switch crew members, and gather the small squad. Throw one crew member and the three Winged Pikmin onto the ledge to the northwest.



9 Switch to the crew member on the ledge, gather the Winged Pikmin, then have them pull the nearby Flukeweed. When the Pikmin finish, they'll automatically transport the attached Lesser Mock Bottom (plum) back to the landing site. As they work, drop down from the ledge and rejoin the main squad.



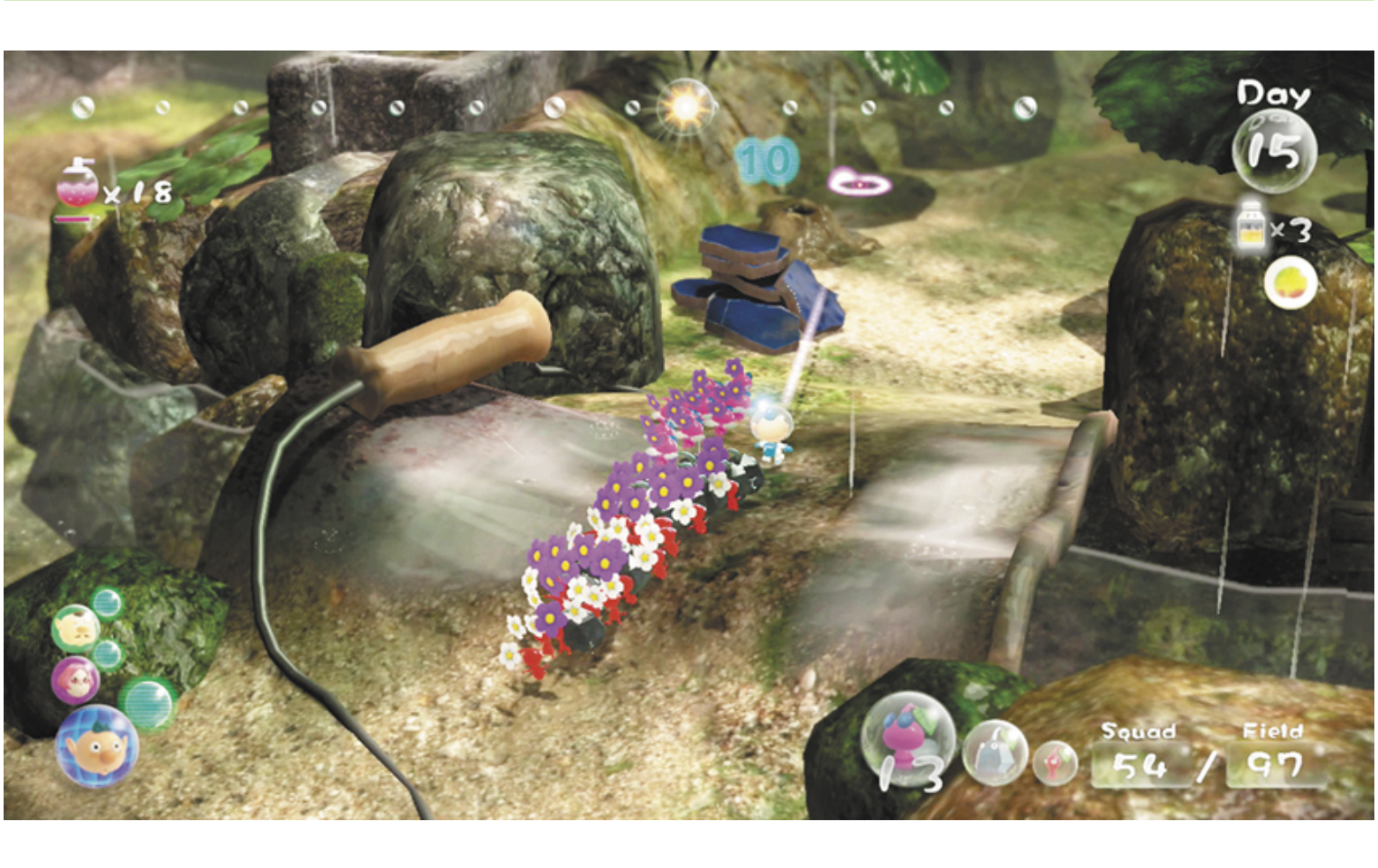
10 Throw one crew member and all of your Pikmin onto the reassembled pot. Switch crew members and reform the squad. Face south, then throw one crew member and all of your Pikmin to the next flower pot. As you do, look for the Peckish Aristocrab in the nearby tin can. Make sure that your squad lands a safe distance away from the enemy.



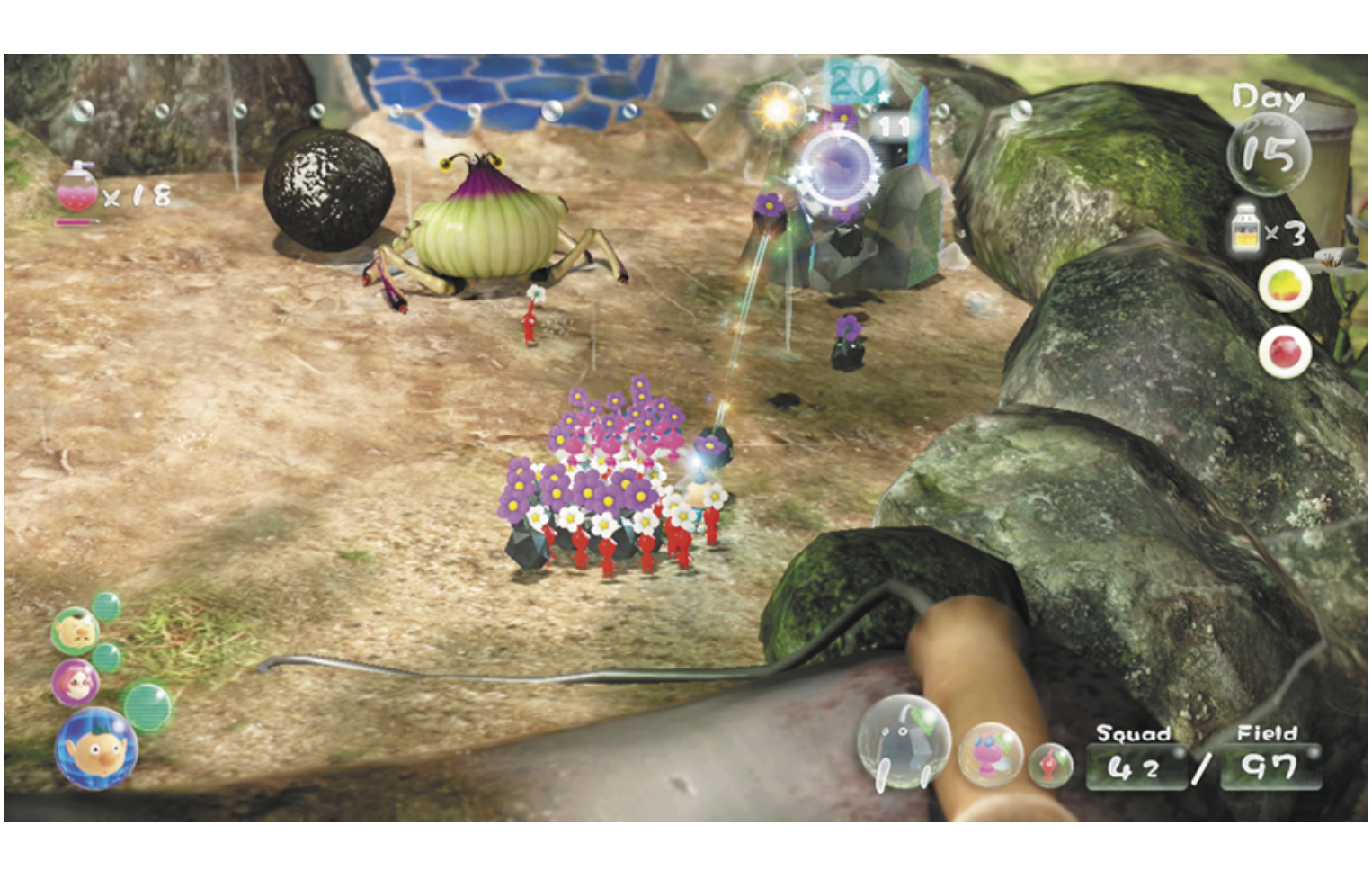
Switch crew members and gather the main squad. Approach the Peckish Aristocrab to coax it out of the can. Once the creature is out in the open, use your Rock Pikmin to destroy the Peckish Aristocrab's massive claw, or simply flank the creature and attack from the rear.

**Tip**

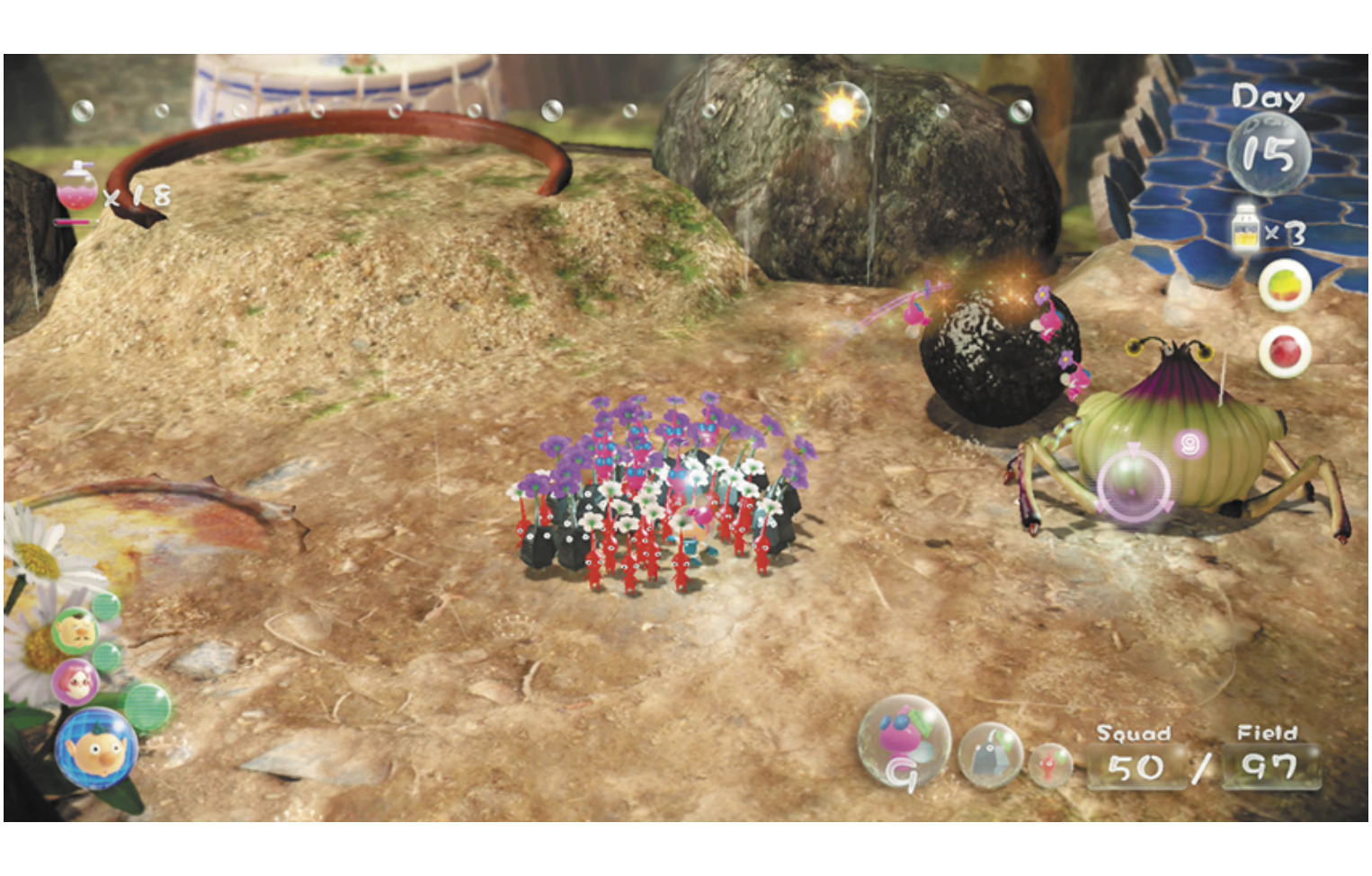
The Peckish Aristocrab can lift its body off the ground to avoid most charge attacks. When you battle a Peckish Aristocrab, it's important that you throw your Pikmin directly onto the creature.



11 When you defeat the Peckish Aristocrab, it drops an Scaly Custard (avocado). Gather all of your Pikmin, then turn around and head over the large pail to the southwest. Toss 10 Pikmin onto the small Fragment pile, then send the rest of the squad into the nearby Dirt Mound. As the remaining Fragments are unearthed, they're automatically carried to the construction site.



12 When your Pikmin finish transporting all of the buried Fragments, gather your squad and move back across the pail. Use your Rock Pikmin to free the Fragments trapped in the Large Crystal, then charge the pile and wait for your squad to finish building the nearby bridge.



Once the bridge is in place, assign Pikmin to transport the Scaly Custard and the defeated Peckish Aristocrab. Each object requires a minimum of eight Pikmin. If you're running low on daylight, however, make sure you assign extra Pikmin to each task. Spend your remaining time gathering idle Pikmin and searching for Data Files. You'll return to this location on the following day, so leave any new sprouts to mature overnight.

**Progress Report: Day 15**

Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 15:

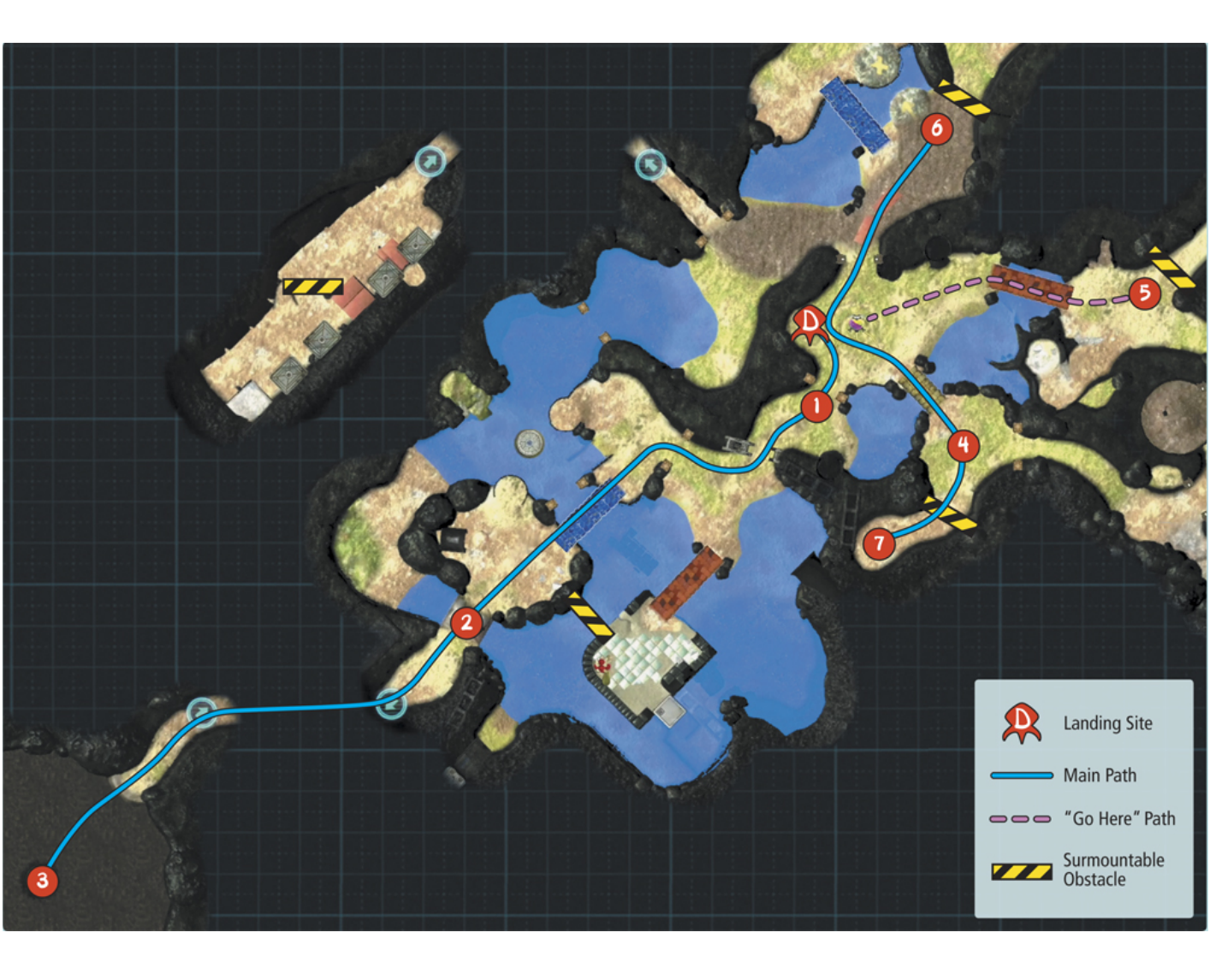
- Collect a Searing Acidshock.
- Collect a Lesser Mock Bottom.
- Complete the bridge leading to Louie's signal.
- Collect a Scaly Custard.

If you left any of these tasks unfinished, complete them as quickly as possible on the following day.

Return to the Garden of Hope when you're ready to begin Day 16.

Day 16 - Garden of Hope

# Day 16 - Garden of Hope



Map: Garden of Hope

Remaining Juice: 6 canisters

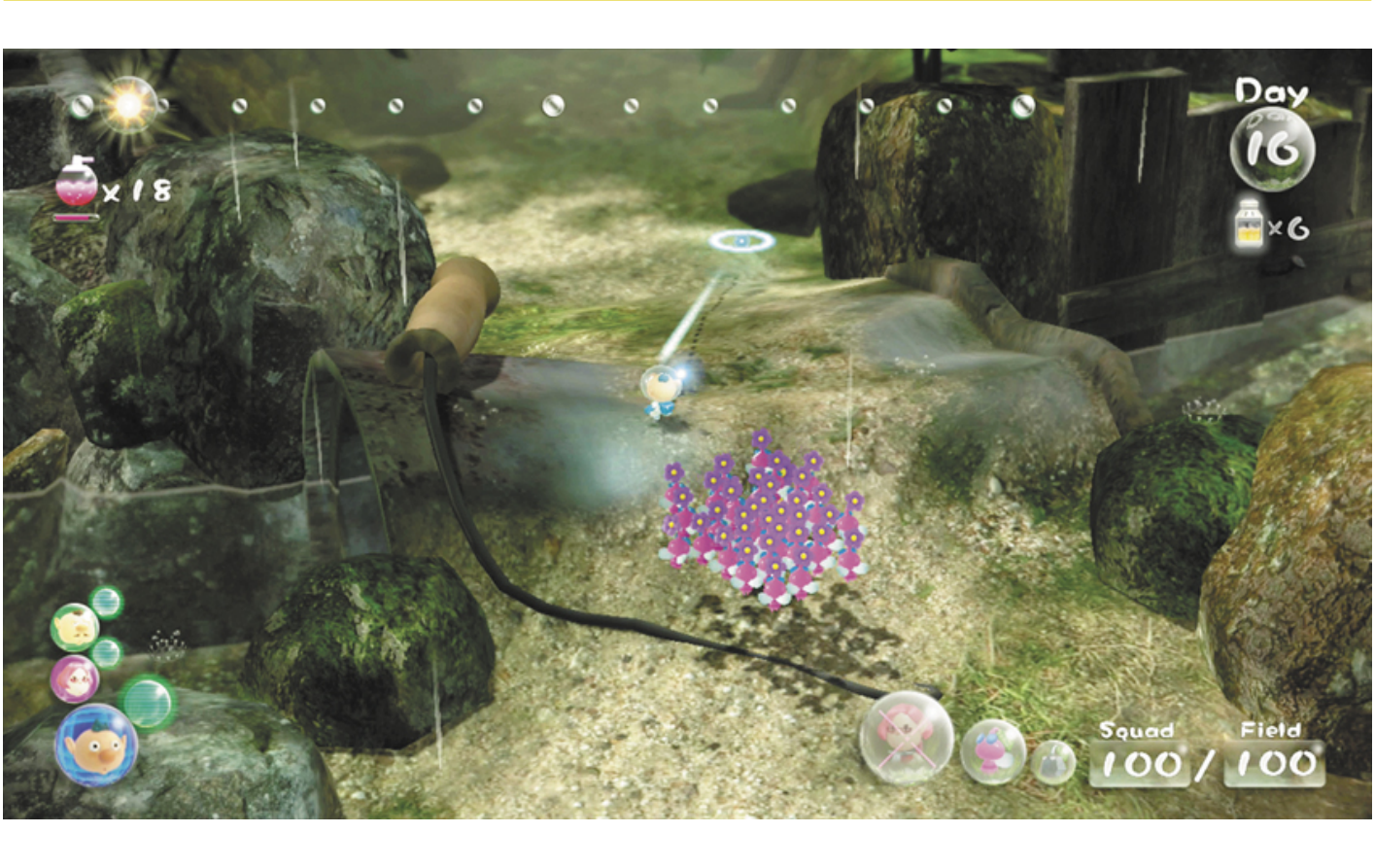
Objectives: Capture Louie, collect more fruit, and clear the bulk of the area's remaining obstacles.

With the area's final bridge in place, it's time to track down Louie. As in the past, following the latest signal is sure to result in a dangerous encounter. Bring enough Pikmin to handle whatever you find, then use the remaining time to collect fruit and open paths to any of the Garden of Hope's unexplored areas.

① When the day starts, pluck any sprouts you left at the landing site, then use the Onion to select your squad. Call down 30 Rock Pikmin, 35 Winged Pikmin, and 35 Blue Pikmin. Follow the path southwest of the landing site and make your way to the bridge you built on the previous day.

**Note**

Winged Pikmin are useful in the upcoming battle, but they aren't necessary. If you prefer, you can form a squad of 30 Rock Pikmin and 70 Blue Pikmin.



② Lead your squad across the bridge and use the path to the southwest to find a large enclosure.

③ Move to center of the enclosure and throw your Rock Pikmin at the Mireclops Crystal until a cinematic begins.

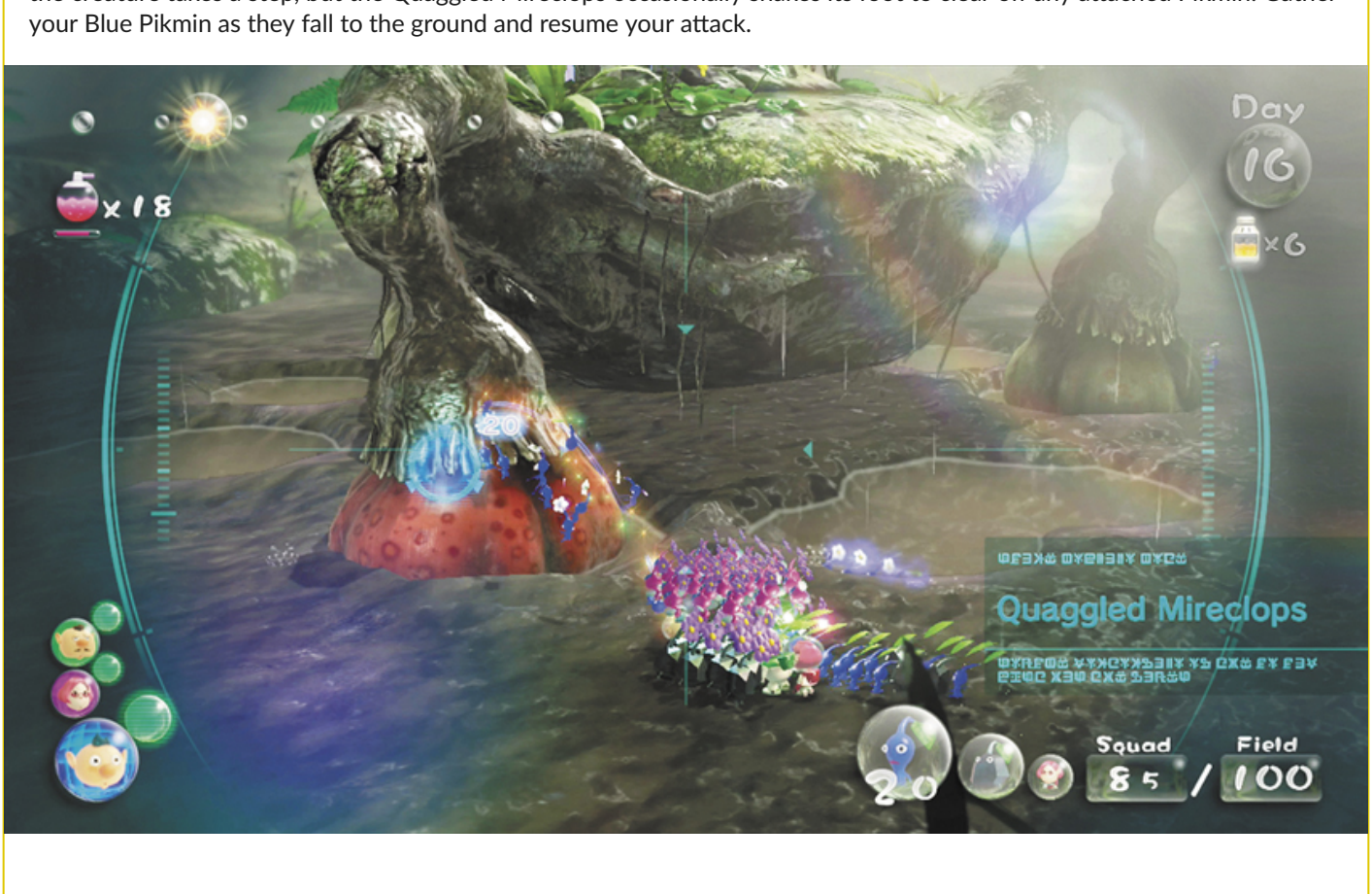
Press to skip.

When the crystal begins to shatter, the Quaggled Mireclops awakes. Before you can capture Louie, you must use your Pikmin to defeat this massive creature.

**Boss Battle: Quaggled Mireclops**

When the cinematic ends, your squad has gathered near the enclosure's entrance. Approach one of the creature's giant legs and throw a few of your Blue Pikmin onto the pale, fleshy foot. It's best to attack a foot immediately after it touches down in the mud. As the Quaggled Mireclops stomps through the area, keep your squad clear of the creature's feet.

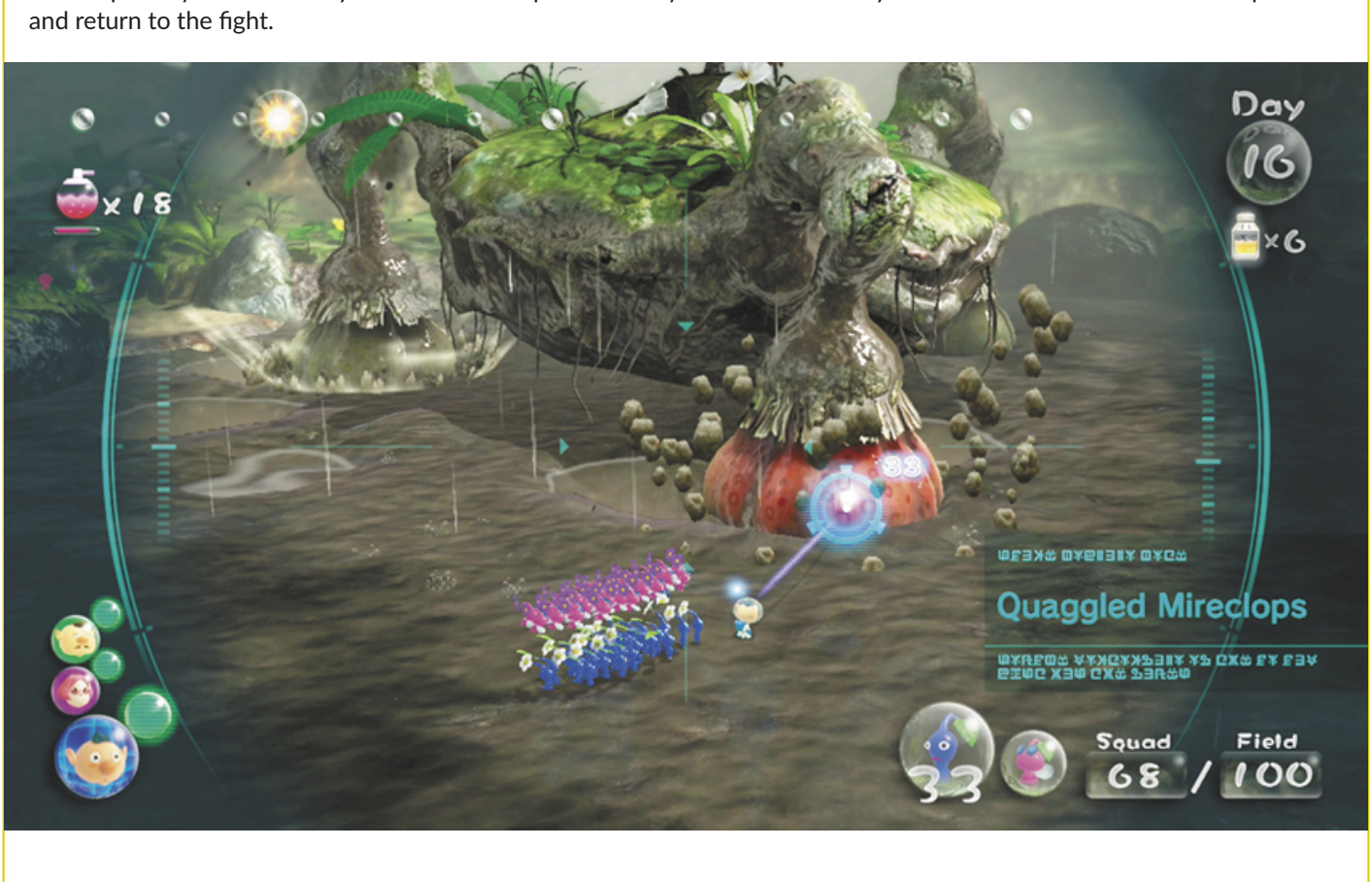
Each step the creature takes creates a water-filled pit in the mud. Keep your Rock Pikmin clear of the water as you attack the target foot with Blue Pikmin, and avoid moving under the creature for any reason. Throughout the battle, the Quaggled Mireclops knocks its attackers to the ground. At least a few of your Blue Pikmin are likely to fall off each time the creature takes a step, but the Quaggled Mireclops occasionally shakes its foot to clear off any attached Pikmin. Gather your Blue Pikmin as they fall to the ground and resume your attack.



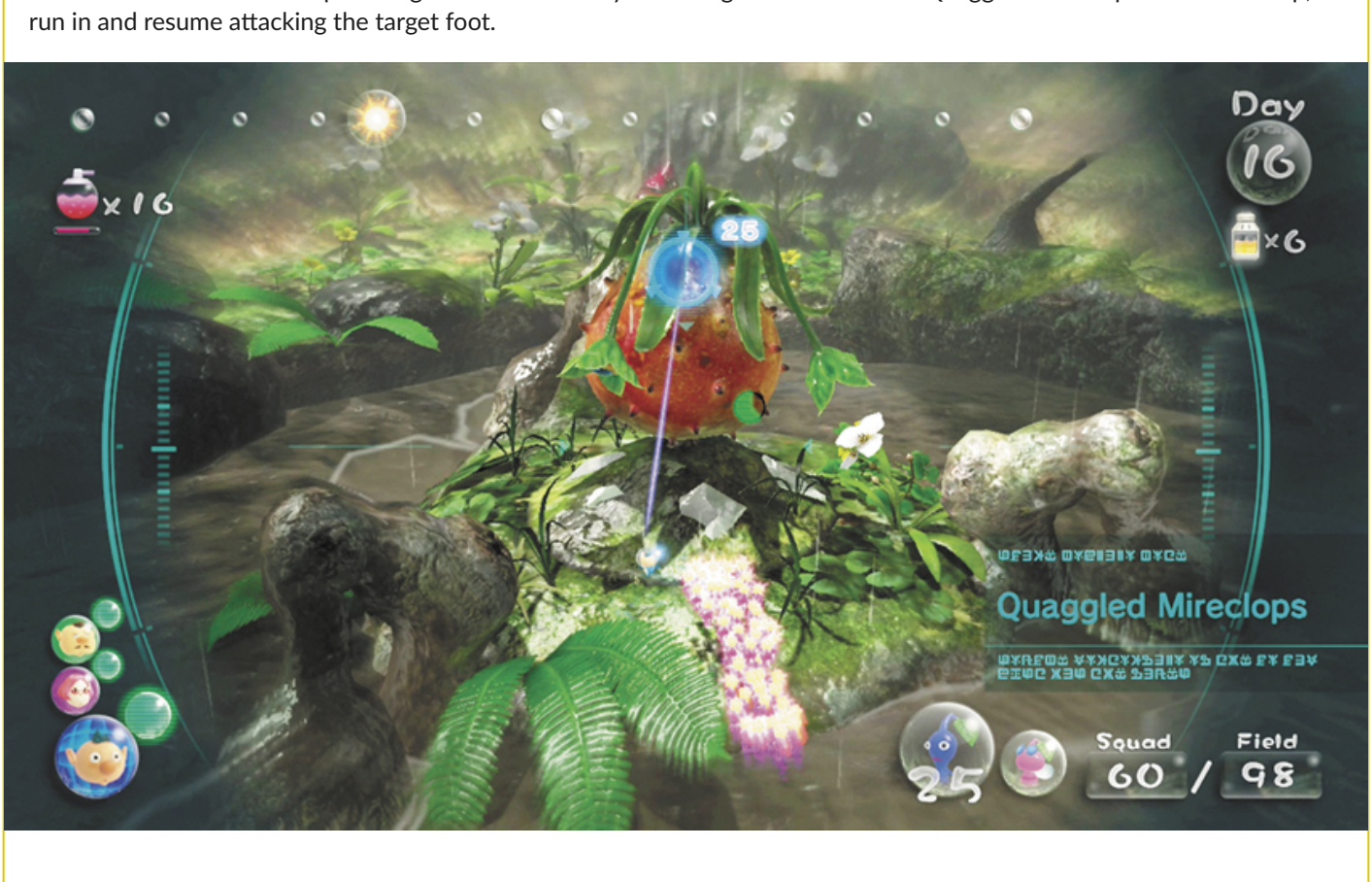
As your Blue Pikmin attack the target foot, the flesh slowly develops a deep red tint. Keep attacking the foot until the Quaggled Mireclops collapses.

While the creature is incapacitated, move in and throw a constant stream of Rock Pikmin at the Mireclops Crystal. With 30 Rock Pikmin in your squad, you have more than enough to shatter the Mireclops Crystal before the creature is able to retaliate.

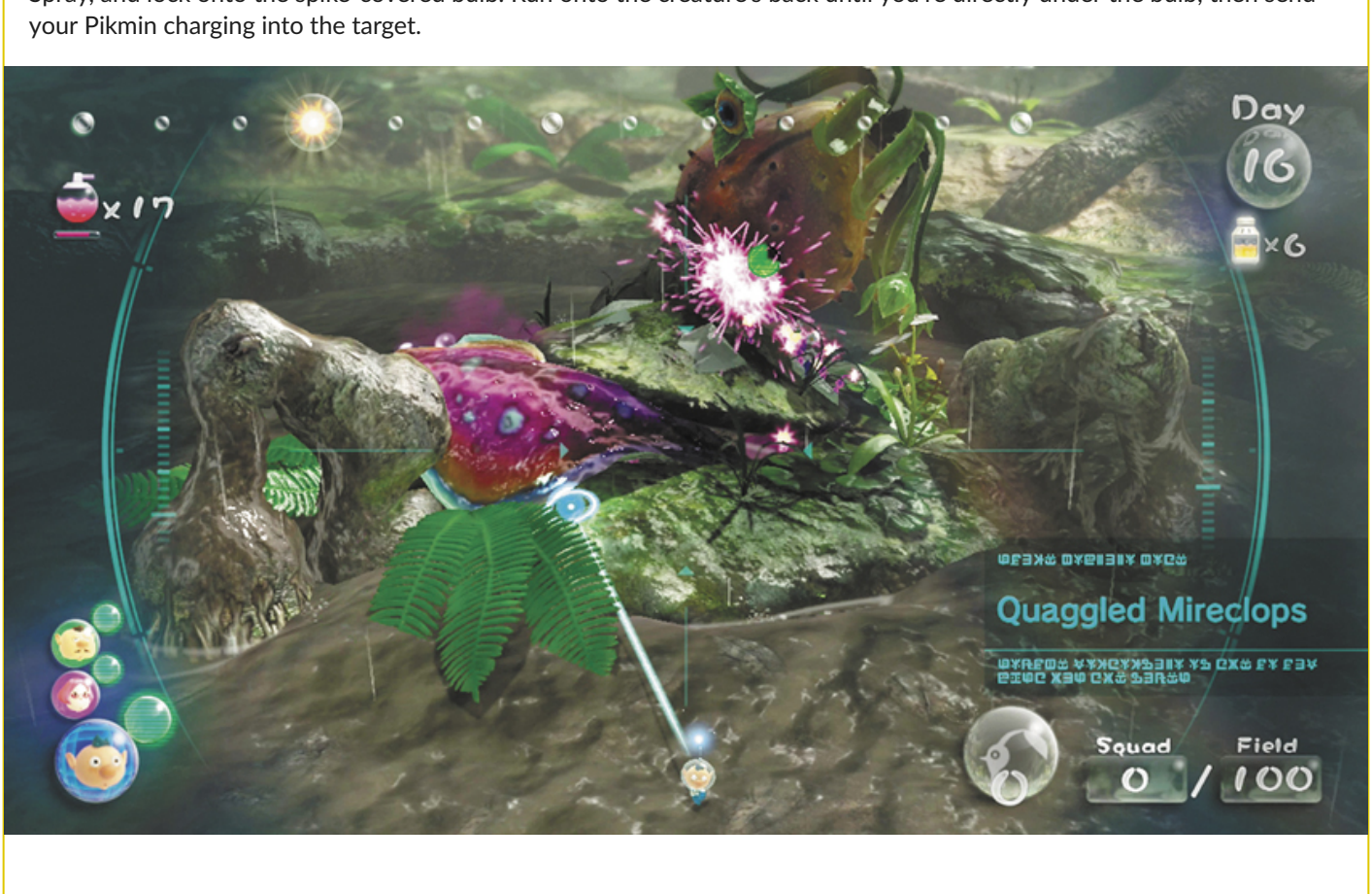
When you shatter the Mireclops Crystal, the creature's spike-covered bulb is revealed. This is the Quaggled Mireclops' weak point. When the cinematic ends, move just inside the enclosure's entrance and toss all of your Rock Pikmin onto the connected path. From this point on, it's much more difficult to avoid the pools of water created by the Quaggled Mireclops—any Rock Pikmin you leave in the squad are likely to drown. Toss any extra crew members out of the squad and return to the fight.



After you expose the creature's spike-covered bulb, the creature is a bit more aggressive. Choose a foot and attack it with your Blue Pikmin just as you did before. If you hear the Quaggled Mireclops roar, however, gather your Pikmin and lead them away as quickly as possible. After each roar, the creature charges, creating long, water-filled trenches in the mud. Wait for the creature to stop moving and crash its body into the ground. When the Quaggled Mireclops stands back up, run in and resume attacking the target foot.

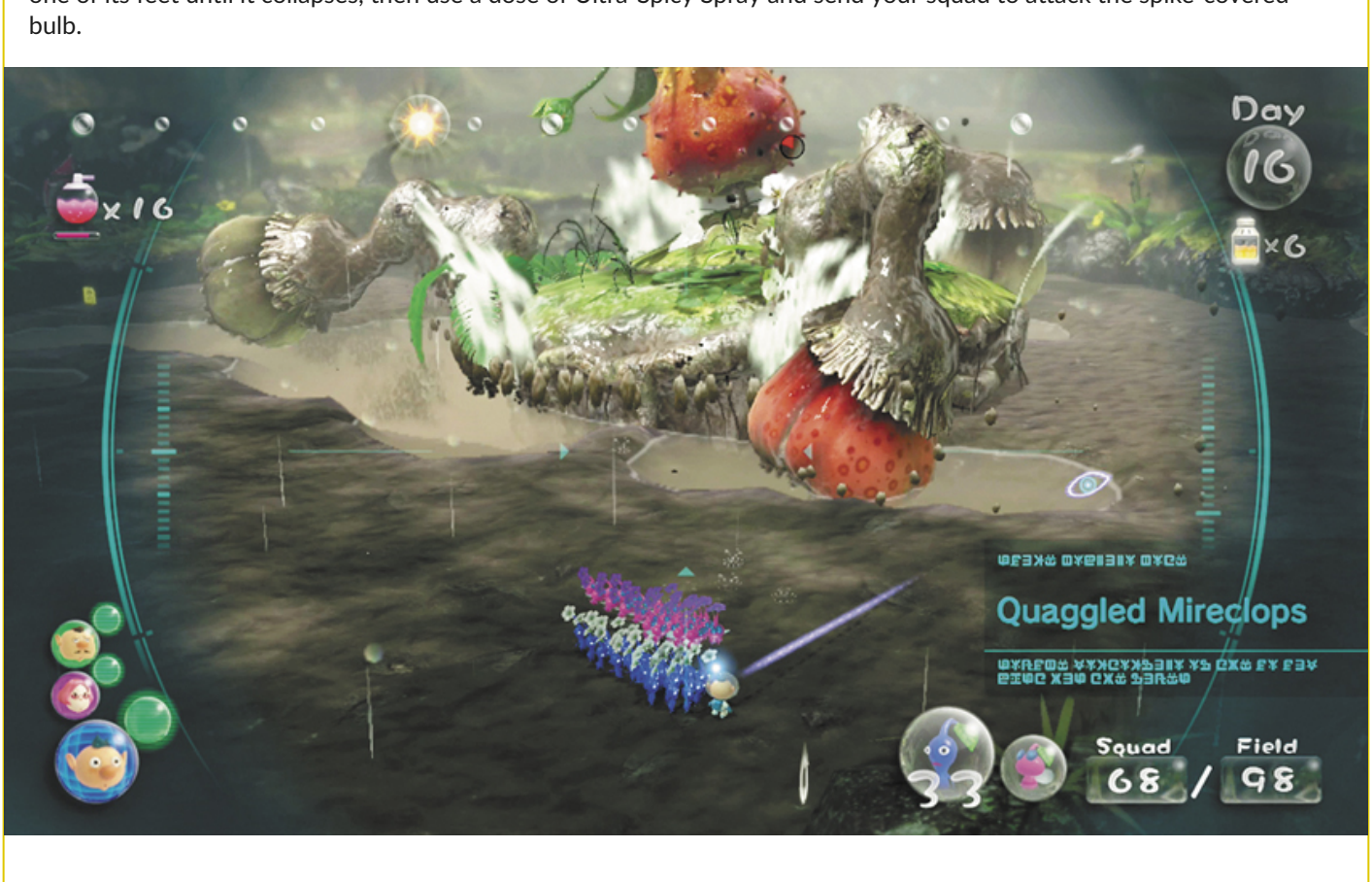


Continue your attack until the Quaggled Mireclops collapses, then quickly gather your Pikmin, use a dose of Ultra-Spicy Spray, and lock onto the spike-covered bulb. Run onto the creature's back until you're directly under the bulb, then send your Pikmin charging into the target.



As your Pikmin attack, move back down to the mud and monitor the situation. Occasionally, the mound just under the bulb juts upward, knocking all of your Pikmin loose. When this happens, gather your scattered Pikmin and send them charging back in. When the mound tilts to the side, however, it means the creature's giant tongue is about to emerge and sweep across its body. Any Pikmin latched onto the bulb are safely out of the tongue's path, but you should move quickly to get less fortunate Pikmin out of range.

When the Quaggled Mireclops recovers, it shakes off all of its attackers. Gather your squad and move away from the creature. Now it's simply a matter of repeating the process: stay clear of the Quaggled Mireclops' charge attacks, attack one of its feet until it collapses, then use a dose of Ultra-Spicy Spray and send your squad to attack the spike-covered bulb.



As the Quaggled Mireclops grows more desperate, it adds a new element to its charge attack. Rather than using its feet to create water-filled trenches, it drags its body through the mud to create a giant pool of water. However, this change shouldn't affect your tactics. When you hear the roar, move out of the creature's path. The additional water is no threat to your current squad.

Quaggled Mireclops

If you keep the bulk of your squad alive, it shouldn't take long to finish this battle. The Quaggled Mireclops' tongue is the most significant danger—particularly if your entire squad has just been knocked loose from the spike-covered bulb. Winged Pikmin usually move back to the target within a few seconds, but your Blue Pikmin will most likely stay wherever they land. Keep your Pikmin safe, force the Quaggled Mireclops to the ground, and attack the spike-covered bulb until you defeat the creature.

When you defeat the Quaggled Mireclops, the spike-covered bulb falls to the ground. A moment later, a Wayward Moon (melon) pops out of the creature's body, along with an unconscious Louie. When the cinematic ends, your entire squad is automatically assembled. Assign Pikmin to transport all three objects back to the ship.

**Note**

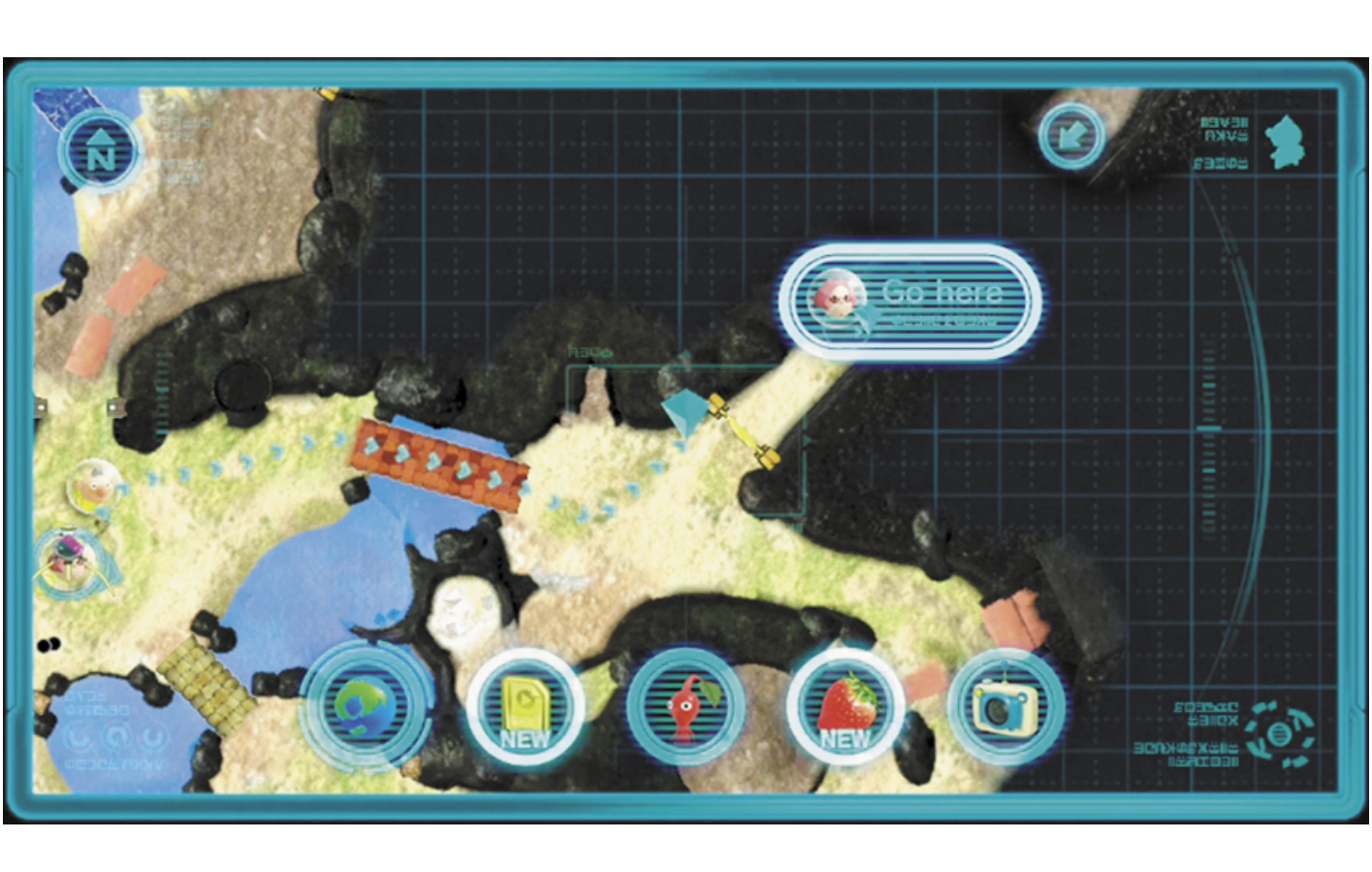
When Louie is delivered to the ship, the stolen juice is returned to your supply.

Before you leave the area, look for the two small mushrooms just west of the enclosure's entrance. Throw a Pikmin at each of the mushrooms to reveal two hidden Data Files. If you haven't already collected the Data File in the mud to the south, grab it now.

Use the in-game map to keep track of the items being carried to back to the ship. If needed, have a few Pikmin start gathering Ultra-Spicy Berries. Otherwise, use the remaining time to collect pellets, or search for more Data Files. As the objects near the ship, head back to the landing site. When all of the objects have been delivered, gather the idle Pikmin and return them to the Onion.

④ Dismiss the squad to separate the crew members, then call down a squad of 20 Red Pikmin, 10 Rock Pikmin, and 20 Yellow Pikmin. If you haven't already cleared out the Dwarf Bulborb east of the landing site, do so now. When you're ready, lead the squad across the bridge southeast of the landing site and clear out the enemies across the water.

Leave the enemies for now and toss your Yellow Pikmin onto the nearby Electric Gate.



⑤ While the Yellow Pikmin work, switch to one of the crew members back at the landing site. Move under the Onion and call down a squad of 10 Yellow Pikmin. Use the "Go Here" command to send the squad to the Electric Gate just past the bridge east of the landing site.

⑥ Switch to the crew member waiting at the landing site and move under the Onion. Select at least 10 Red Pikmin, then fill the remaining slots with Yellow Pikmin. Head through the opening north of the landing site and clear out the Fiery Blowhogs to the east.

After you defeat the nearby Fiery Blowhogs, have your Yellow Pikmin attack the nearby Electric Gate.

Switch to the crew member you sent east of the landing site, then have the squad of Yellow Pikmin attack the Electric Gate.

⑦ Switch back to the large squad you left near the first Electric Gate. By now, the Yellow Pikmin should have finished destroying the obstacle, so gather your squad, head through the opening, and clear out the Fiery Blowhog. Toss your Yellow Pikmin onto the half-buried Pocked Airhead (dekopon). As they dig, use the rest of the squad to transport the defeated enemies.

**Tip**

If needed, return to the Onion and swap out the rest of the squad for your preferred Pikmin type, then have those Pikmin transport the defeated enemies.

The Yellow Pikmin assigned to the Pocked Airhead will transport the fruit when they finish digging. Switch between crew members and use the remaining daylight to gather defeated enemies. Watch the timer and gather any working or idle Pikmin before the day ends.

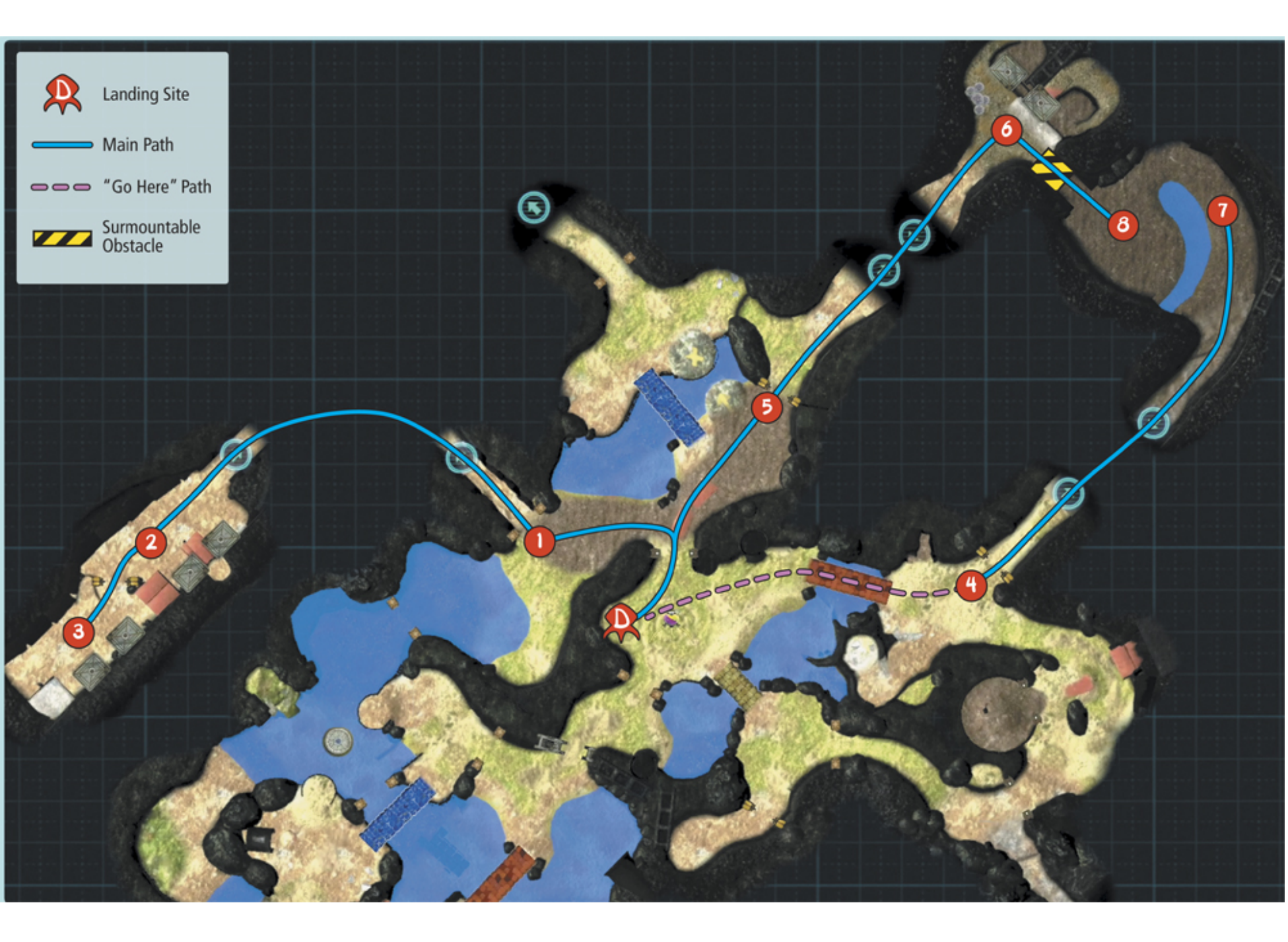
**Progress Report: Day 16**

You should have completed the following tasks by the end of Day 16:

- Defeat the Quaggled Mireclops.
- Collect a Wayward Moon.
- Collect Louie.
- Recover the stolen juice.
- Collect a Pocked Airhead.

Return to the Garden of Hope when you're ready to begin Day 17.

# Day 17 - Garden of Hope



Map: Garden of Hope

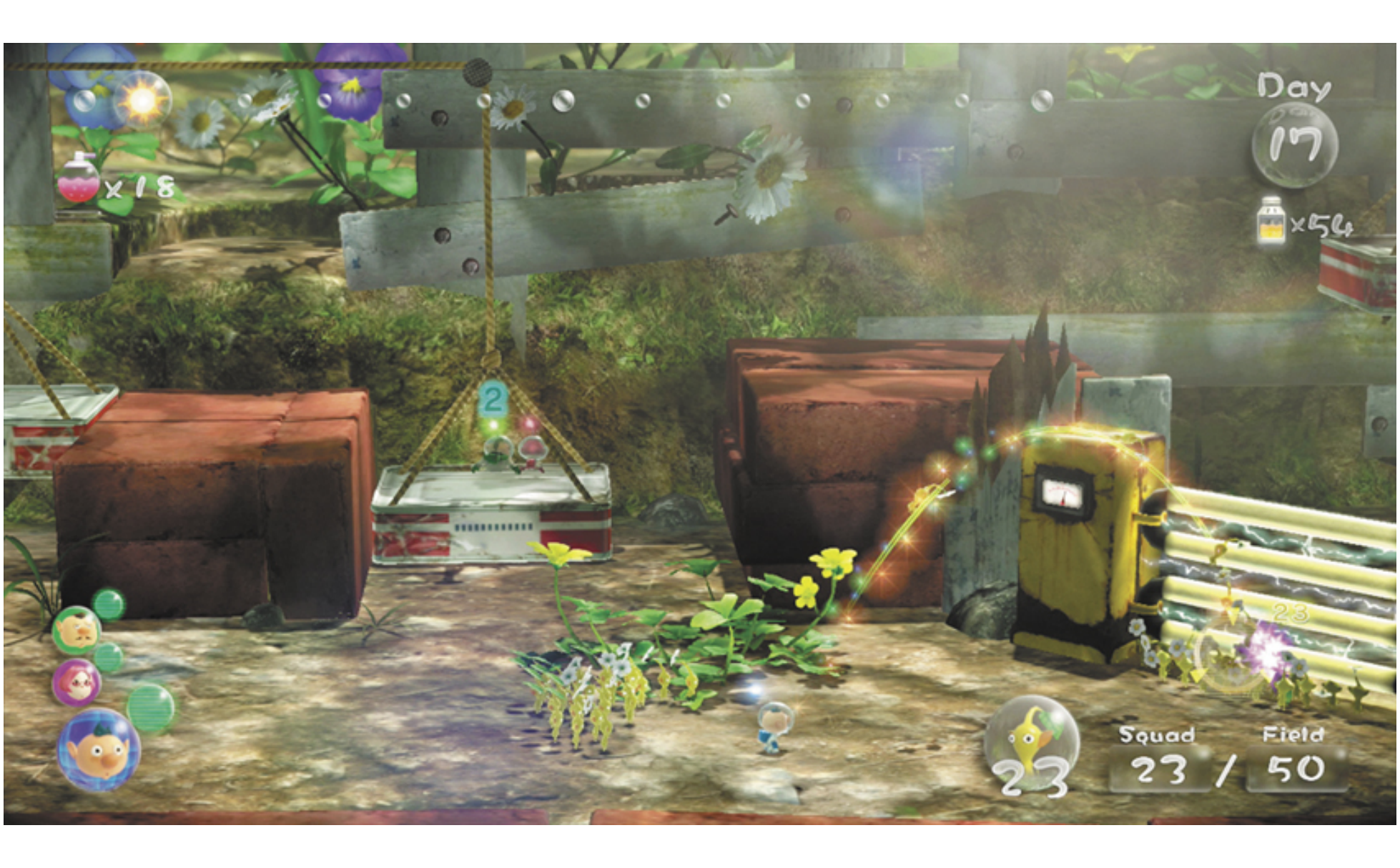
Remaining Juice: 54 canisters

Objectives: Collect the remaining fruit in the Garden of Hope.

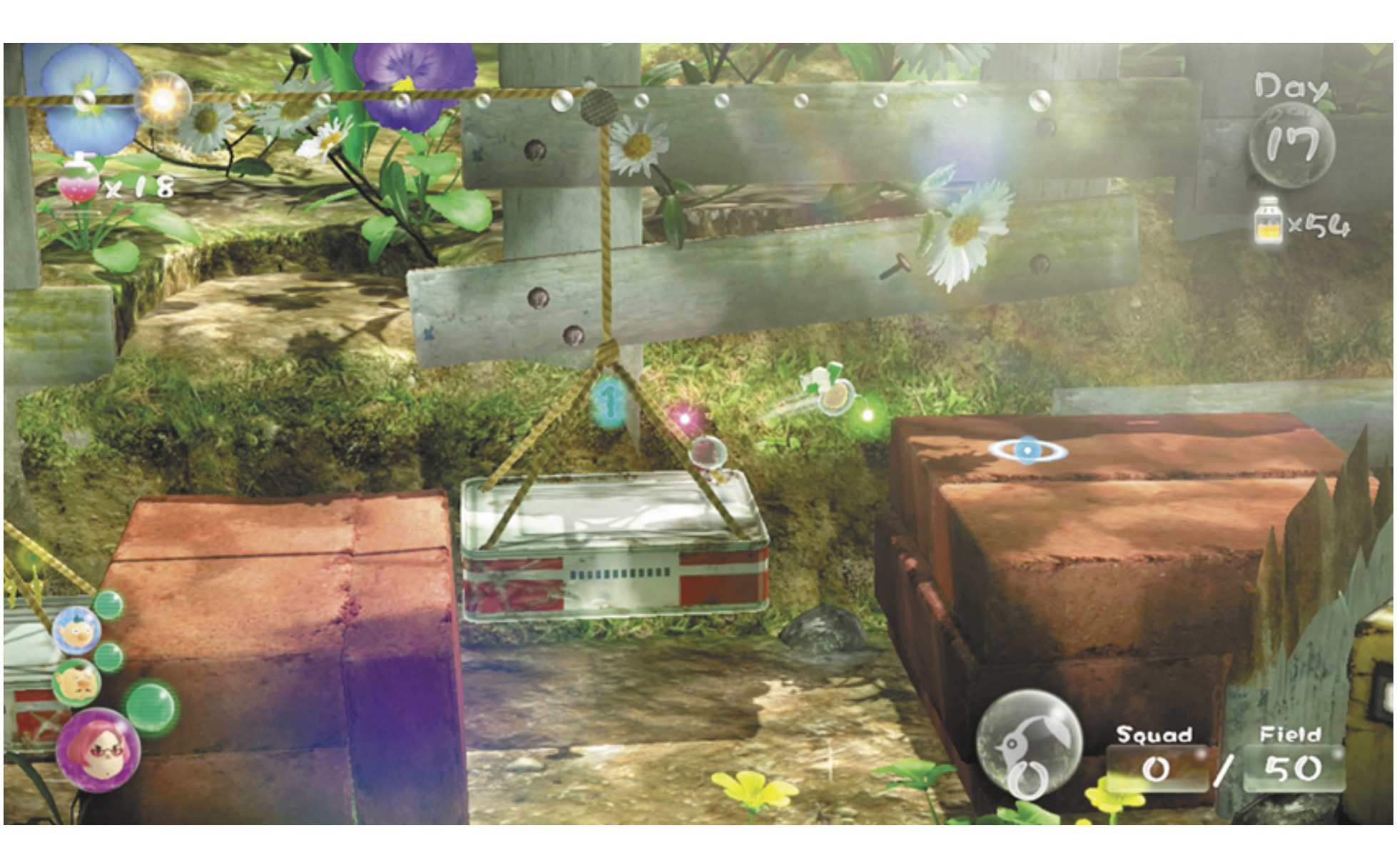
Louie's been captured, the stolen juice has been recovered, and the crew has a new signal to investigate. Before you leave the Garden of Hope, however, take a day to collect the last of the area's fruit.

Day 17
×54
Squad 50 / Field 50

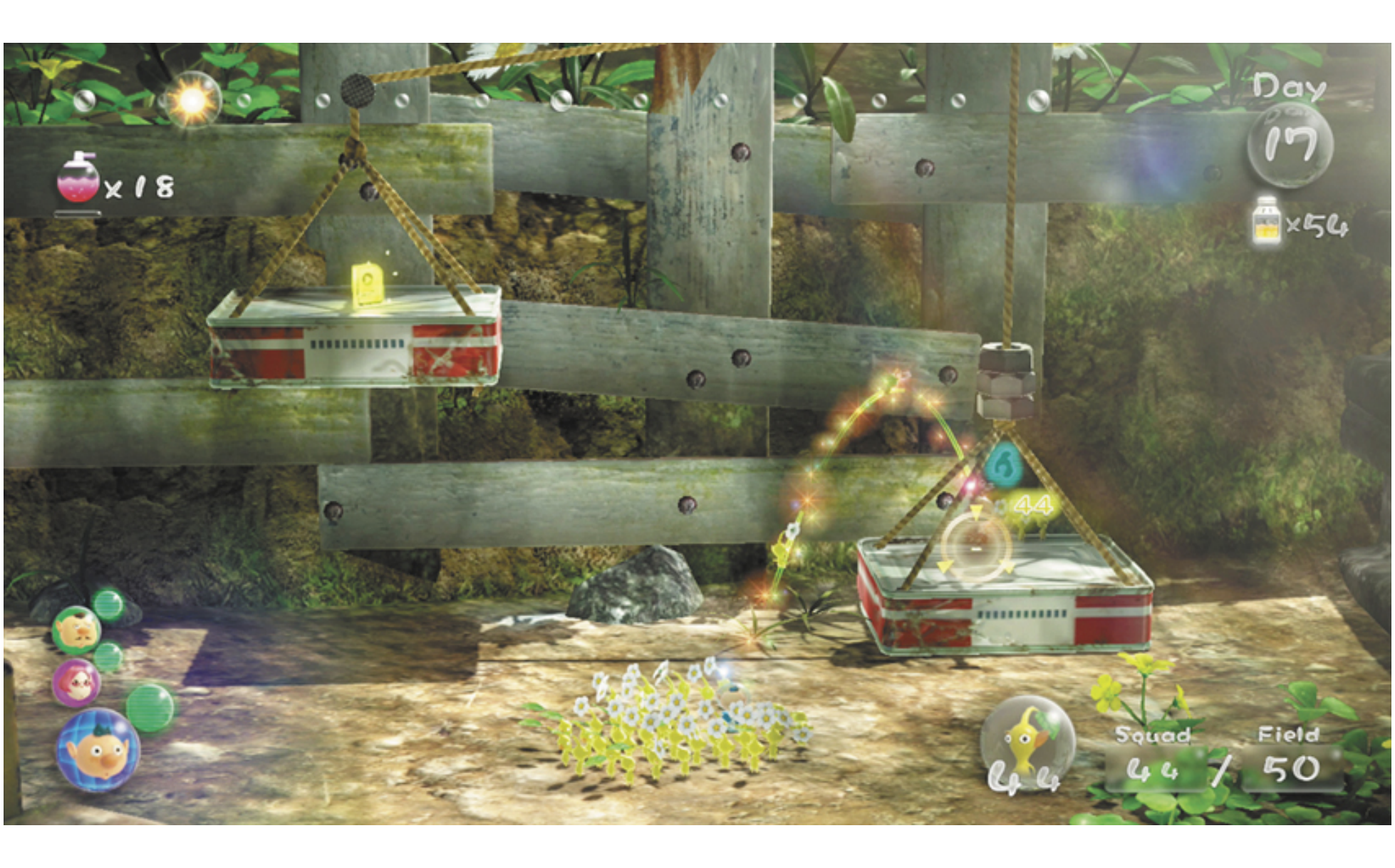
① When the day starts, form a squad consisting of three crew members and around 50 Yellow Pikmin. Move to the area north of the landing site and lead the squad through the passage between the two pools of water. Once your squad is in the enclosure, approach the suspended tins you used earlier in the game.



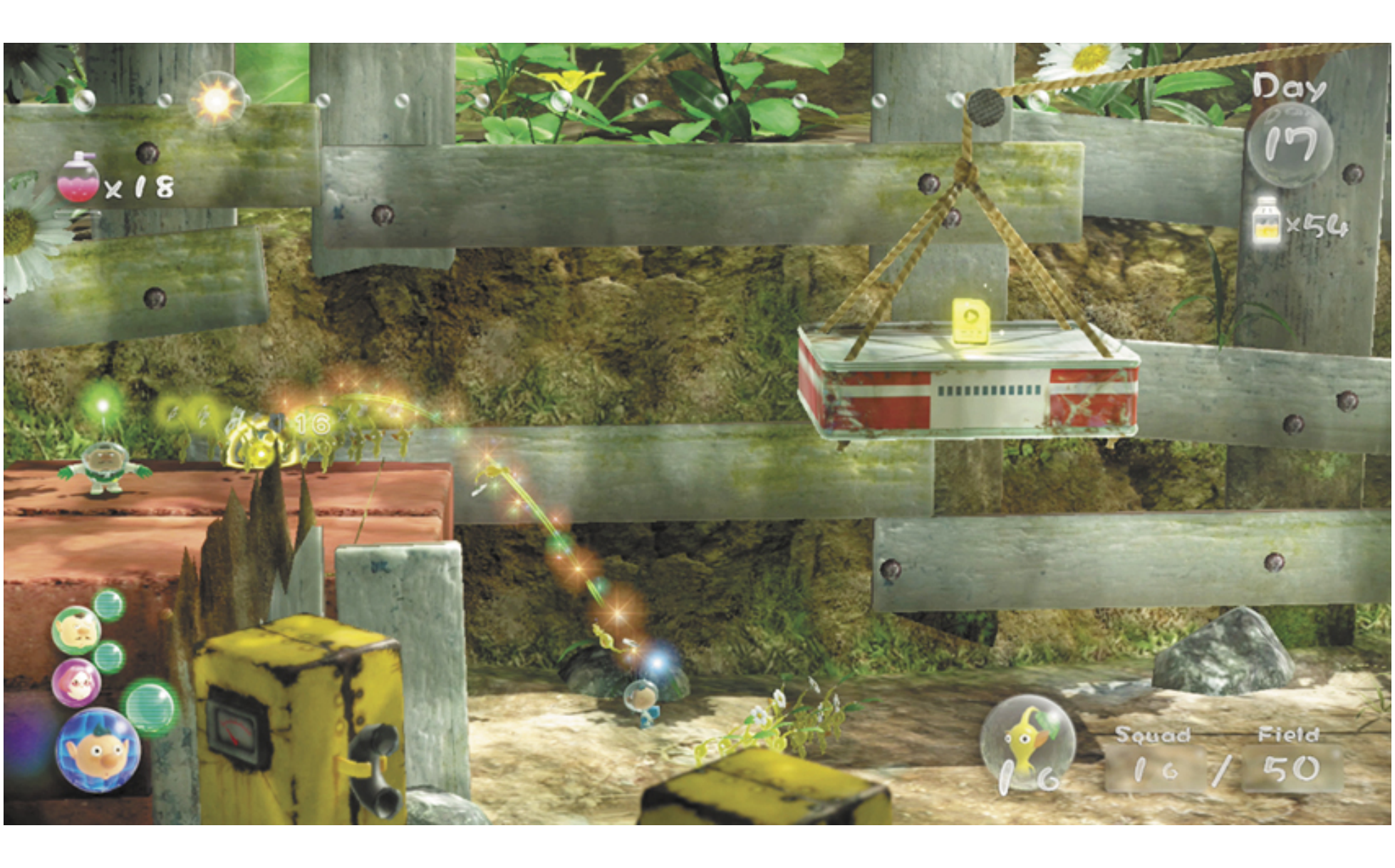
② Throw one Pikmin onto the tin on the right. After the tin touches down on the ground, call the Pikmin back and replace it with two crew members. Have the bulk of your Yellow Pikmin attack the nearby Electric Gate, but keep three Pikmin by your side.



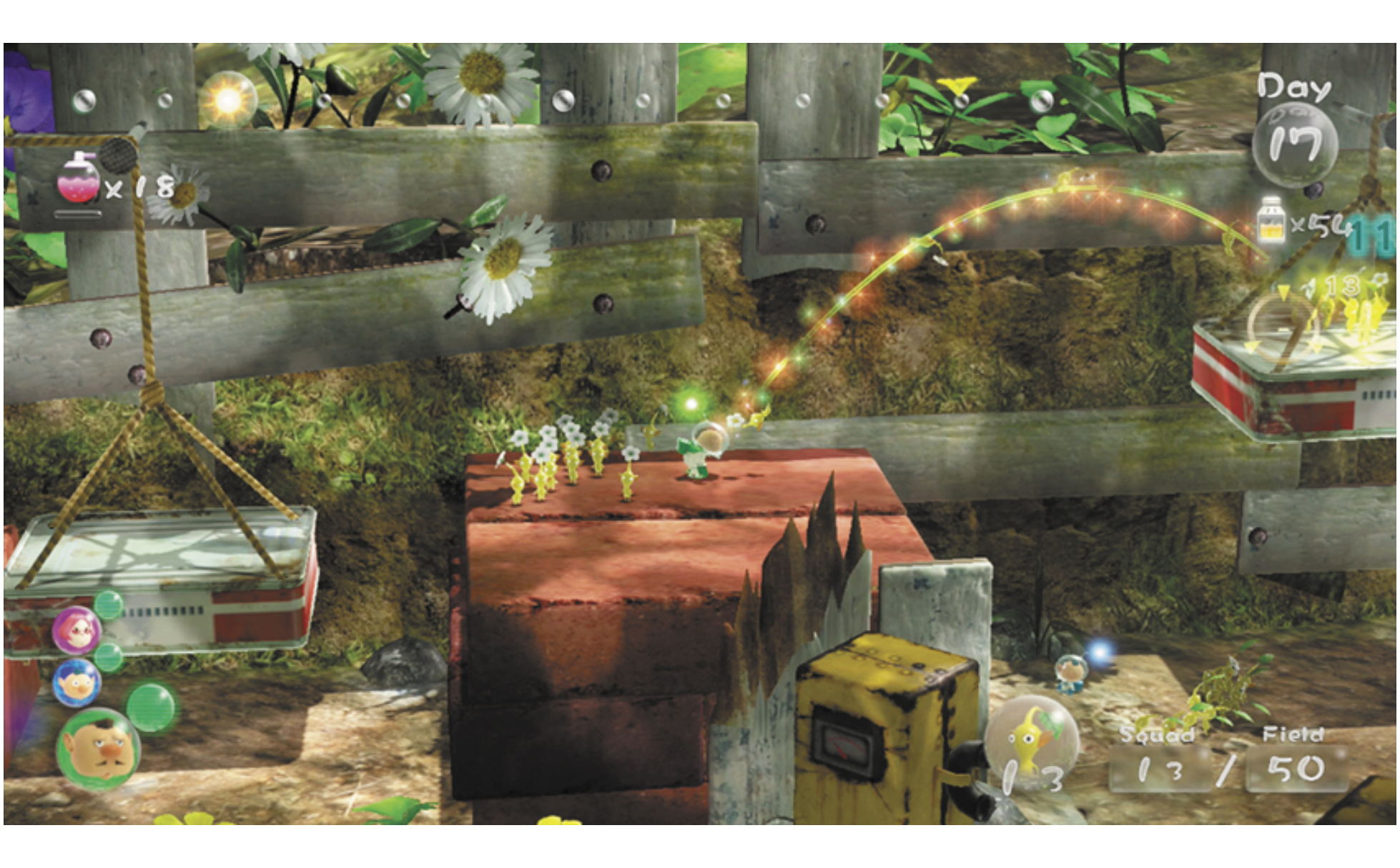
Throw the three remaining Pikmin onto the tin to the left. As that tin lowers to the ground, the tin holding the crew members is raised level with the stacked bricks. Switch to the crew members in the tin and throw one of them onto the bricks to the right. Drop down and rejoin the squad on the ground.



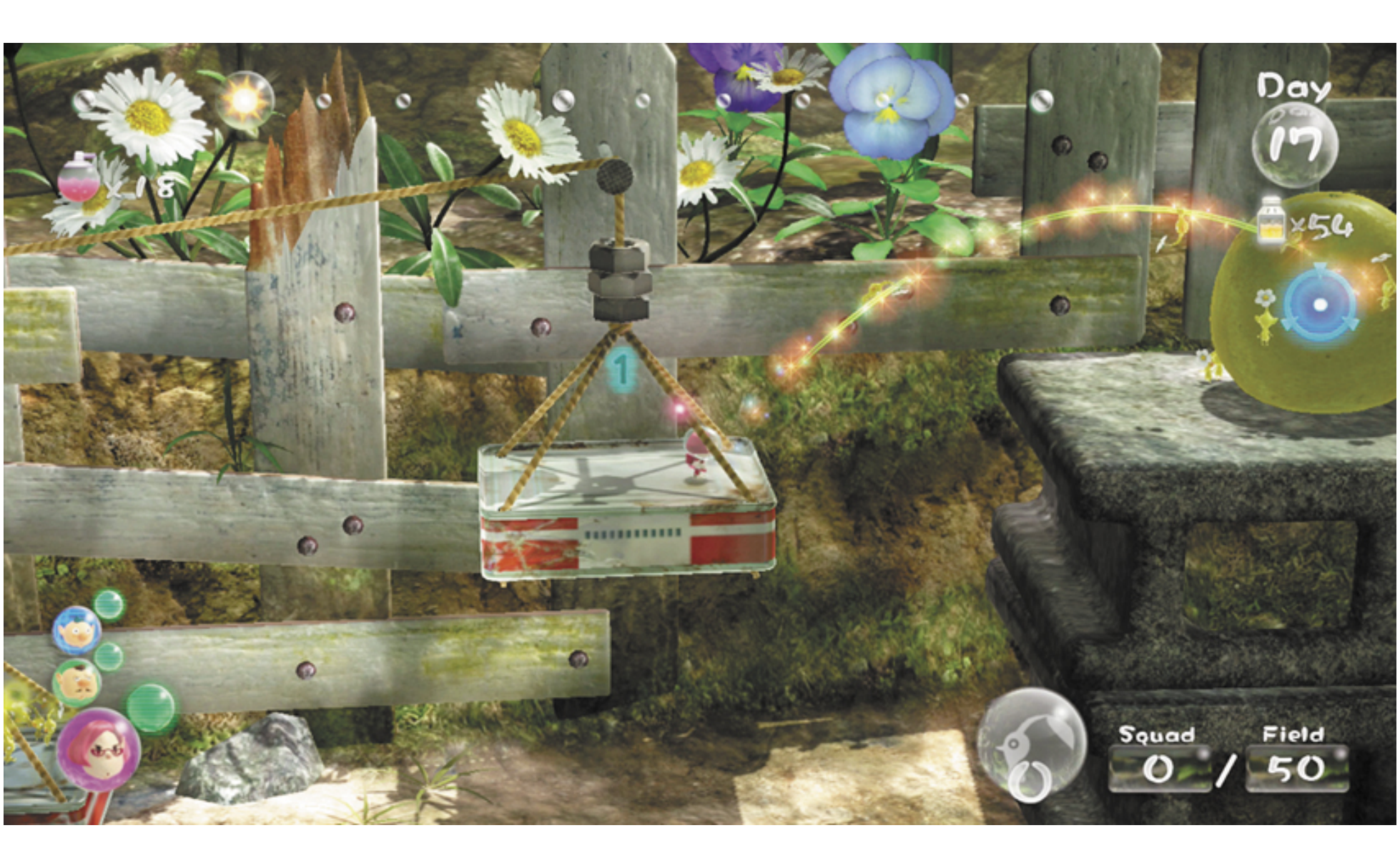
③ When the Electric Gate is destroyed, gather your idle Pikmin and head through the opening to find another pair of tins suspended from pulleys. Due to the extra weight attached to the rope, the tin on the right is already on the ground. Toss one crew member and 10 Pikmin onto the tin, then move back toward the Electric Gate.



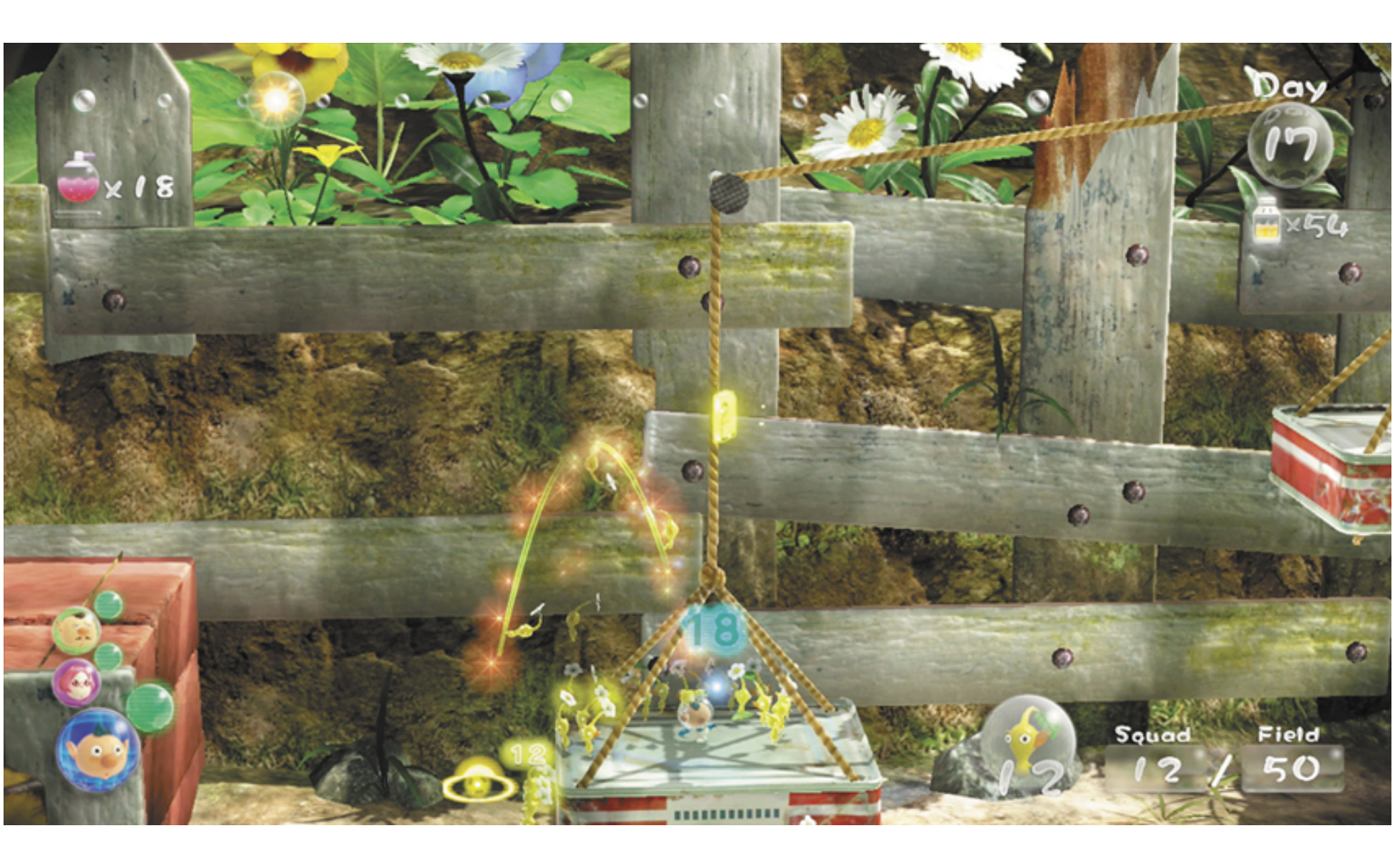
Toss at least 22 Pikmin up to the crew member you left waiting on the stacked bricks.



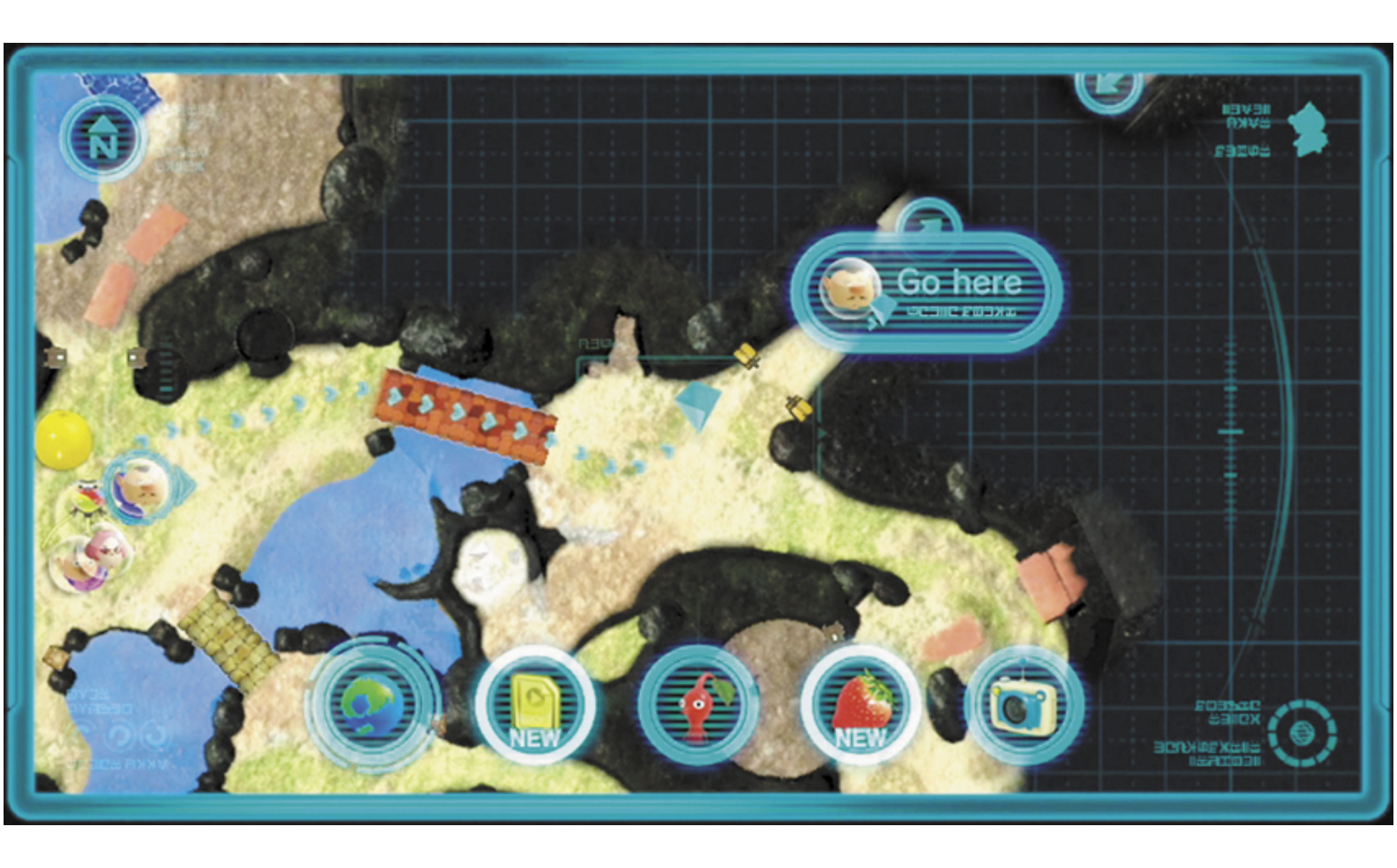
Switch to the crew member on the bricks, gather the Pikmin, then throw them onto the contraption's left tin. As this tin drops to the ground, the tin on the right is raised into the air.



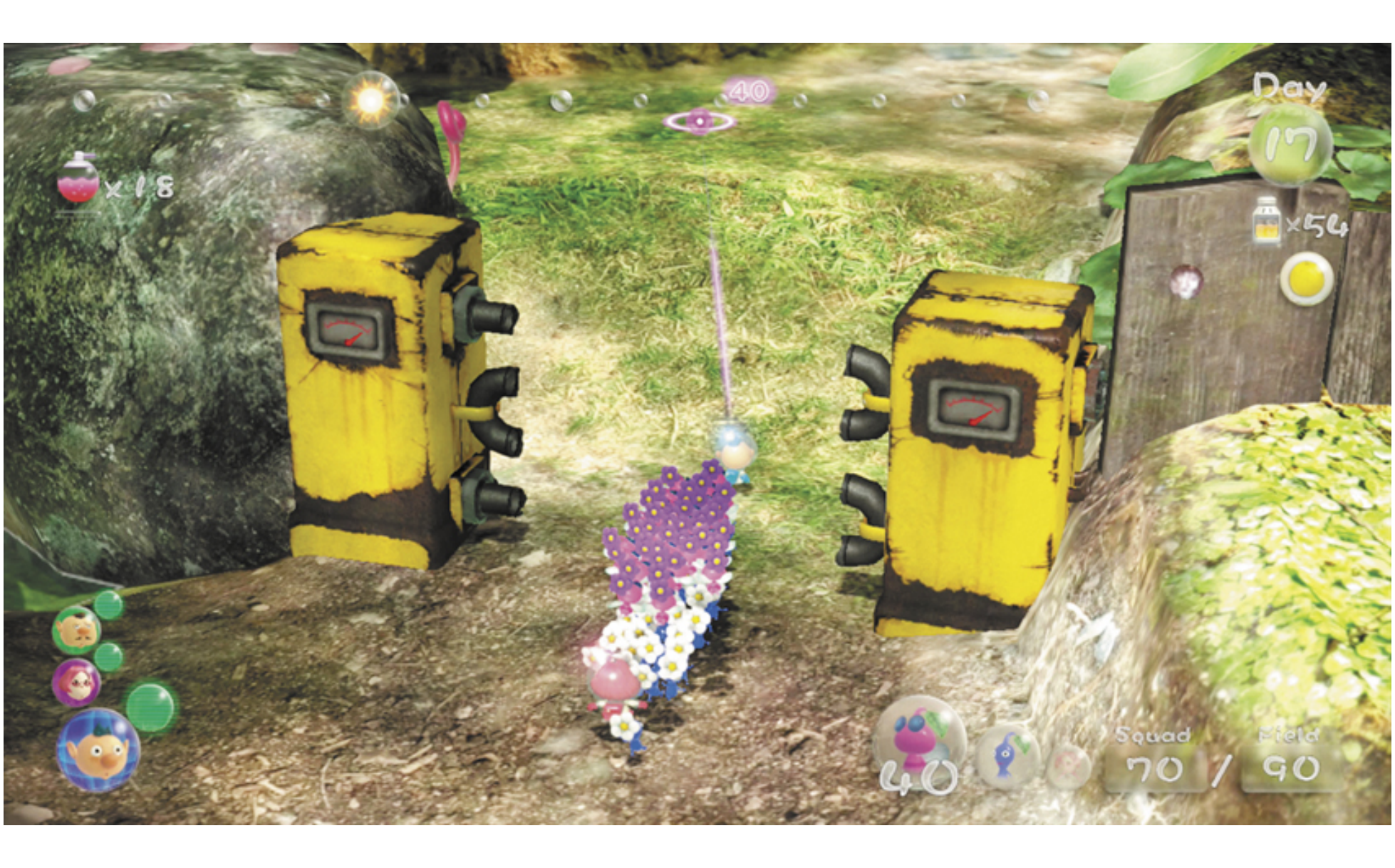
Switch to the crew member waiting on the tin, then throw 10 Pikmin over to the Astringent Clump (grapefruit) on the ledge to the right. As the Pikmin transport the Astringent Clump, drop down from the tin.



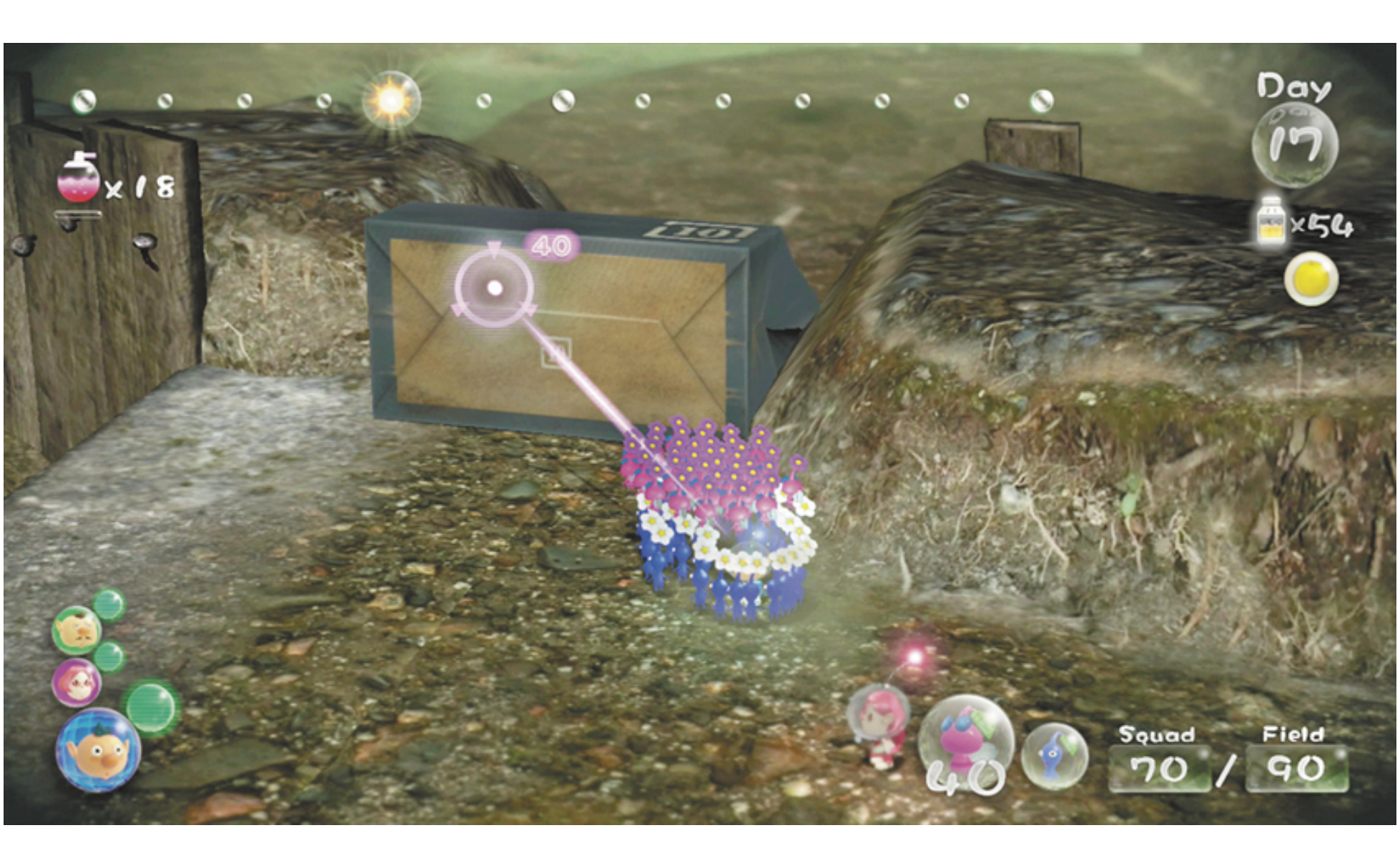
Toss one of the idle crew members onto the lowered tin. Switch to that crew member, then throw the Pikmin off of the tin to lighten the load. When the tin lifts off the ground, it carries you up to the floating Data File. Drop down to the ground and round up the crew members and idle Pikmin.



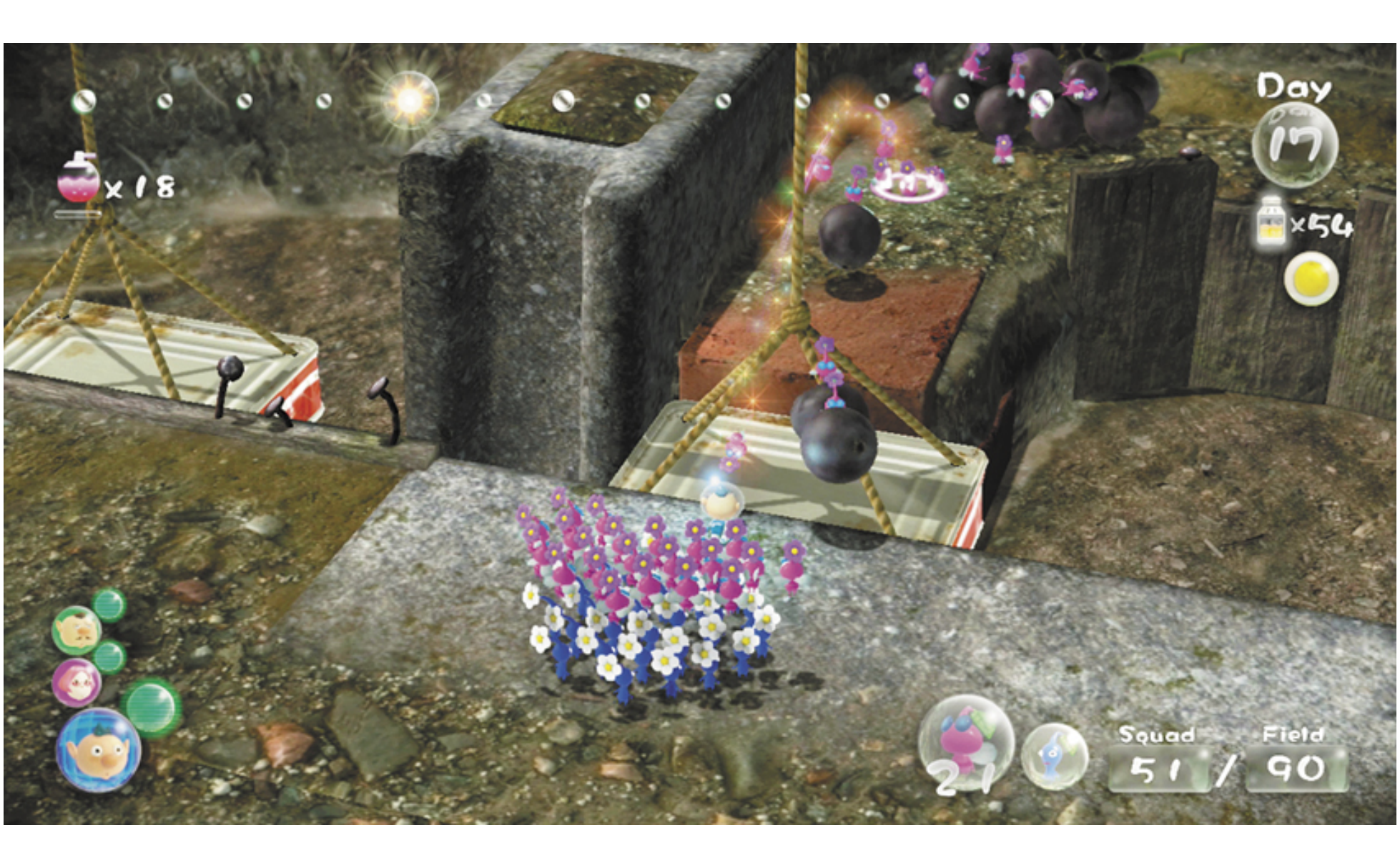
④ When you reach the landing site, send all of your Yellow Pikmin back into the Onion. Dismiss your squad to separate the crew members, then call down a squad of 20 Blue Pikmin. Use the "Go Here" command to send this small squad across the bridge east of the landing site.



⑤ Switch to one of the crew members waiting at the landing site. Form a new main squad consisting of two crew members, 40 Winged Pikmin, and 30 Blue Pikmin. Move to the area north of the landing site, then head northeast. Pass through the remains of the Electric Gate and continue along the path to find a small cave.



⑥ When you step into the cave, look for the Paper Bag to the east. Have your Pikmin push the Paper Bag off of the ledge, creating a makeshift ramp.

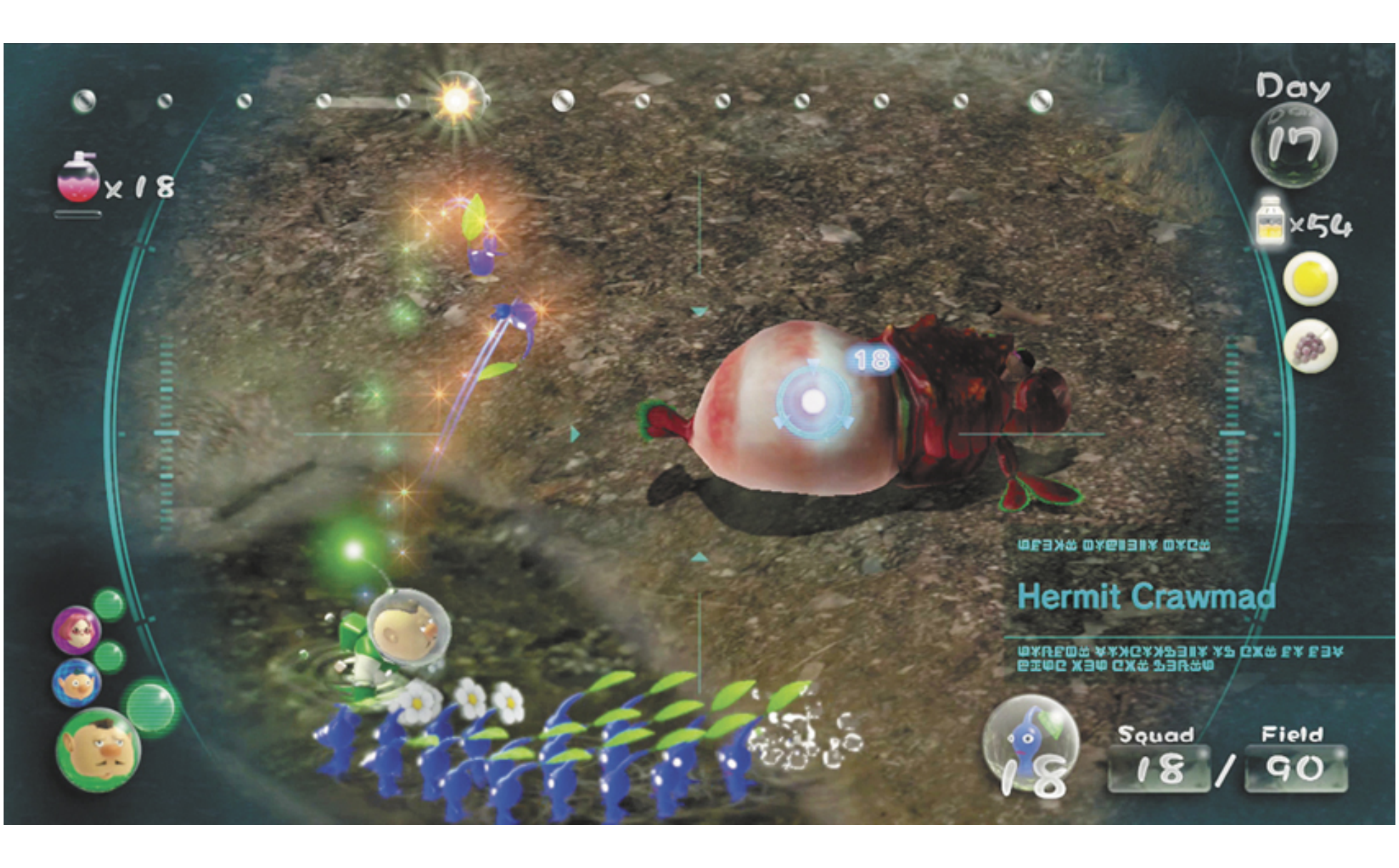


This cave contains another pair of tins suspended from pulleys. Approach the contraption and look for the Dusk Pustules (purple grapes) ahead of you. Throw your Winged Pikmin over to the Dusk Pustules and wait while they transport the fruit to the landing site.

**Tip**

Winged Pikmin are able to fly right over the suspended tins. Without them, you'd need a large group of Pikmin to weigh down one tin while the other acts as a temporary bridge.

⑦ Switch to the crew member leading the small squad of Blue Pikmin, then head through the remains of the Electric Gate to find a large cave. This area is connected to the small cave containing your main squad. Near the center of the cave, you'll find two suspicious holes within a strip of shallow water. Use your squad to clear out the Hermit Crawmads hiding in the holes.

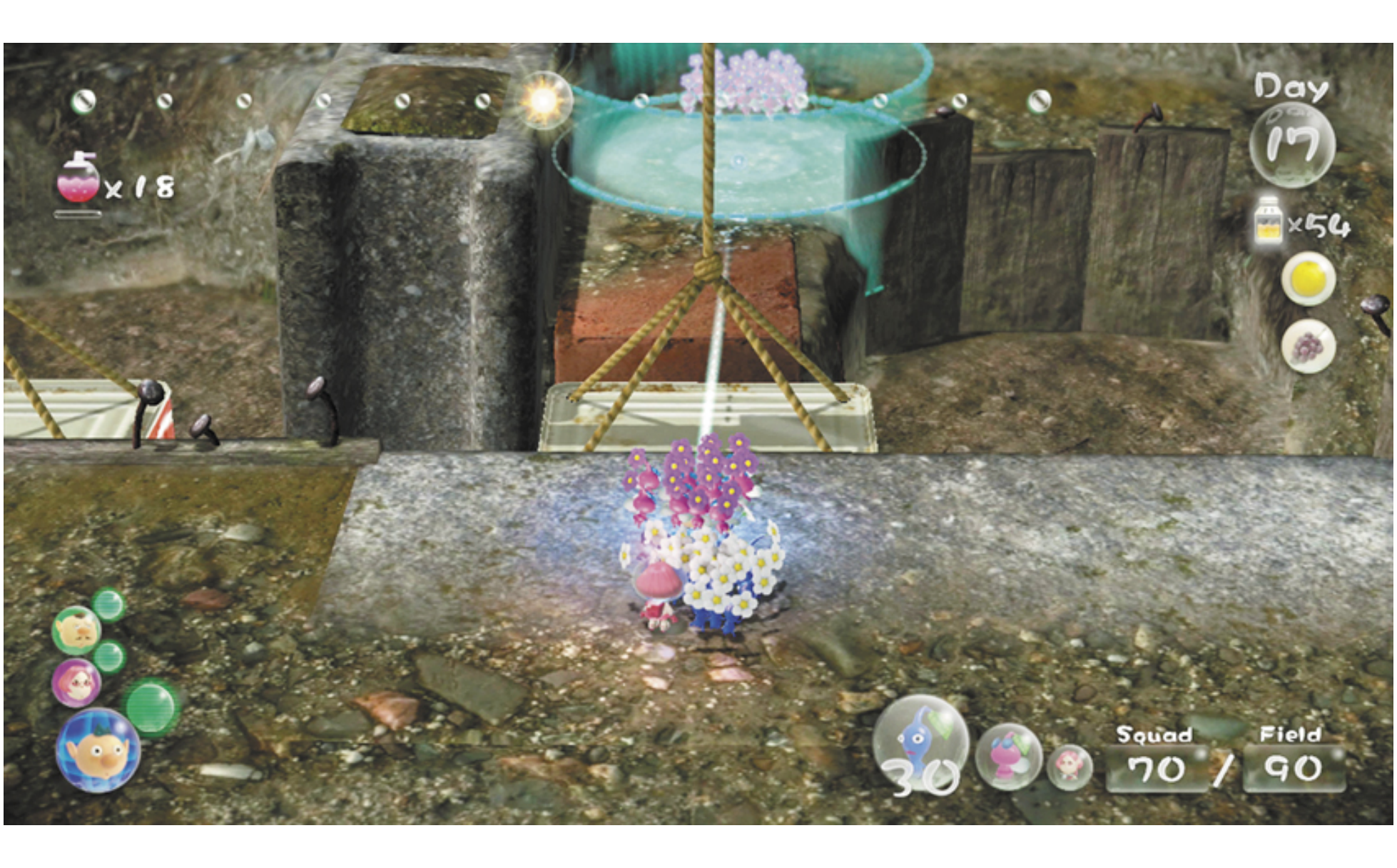


Move east of the first hole, then walk toward it to draw one of the Hermit Crawmads out of hiding. Once the creature shows itself, move away to keep your squad safe from its attack. After the Hermit Crawmad lunges, flank the enemy and have your Pikmin attack its fleshy tail. After you defeat the first Hermit Crawmad, approach the second hole and repeat the process.

**Caution**

There's a Bug-Eyed Crawmad hiding just west of the water. Keep your Pikmin east of the water to avoid provoking this large enemy.

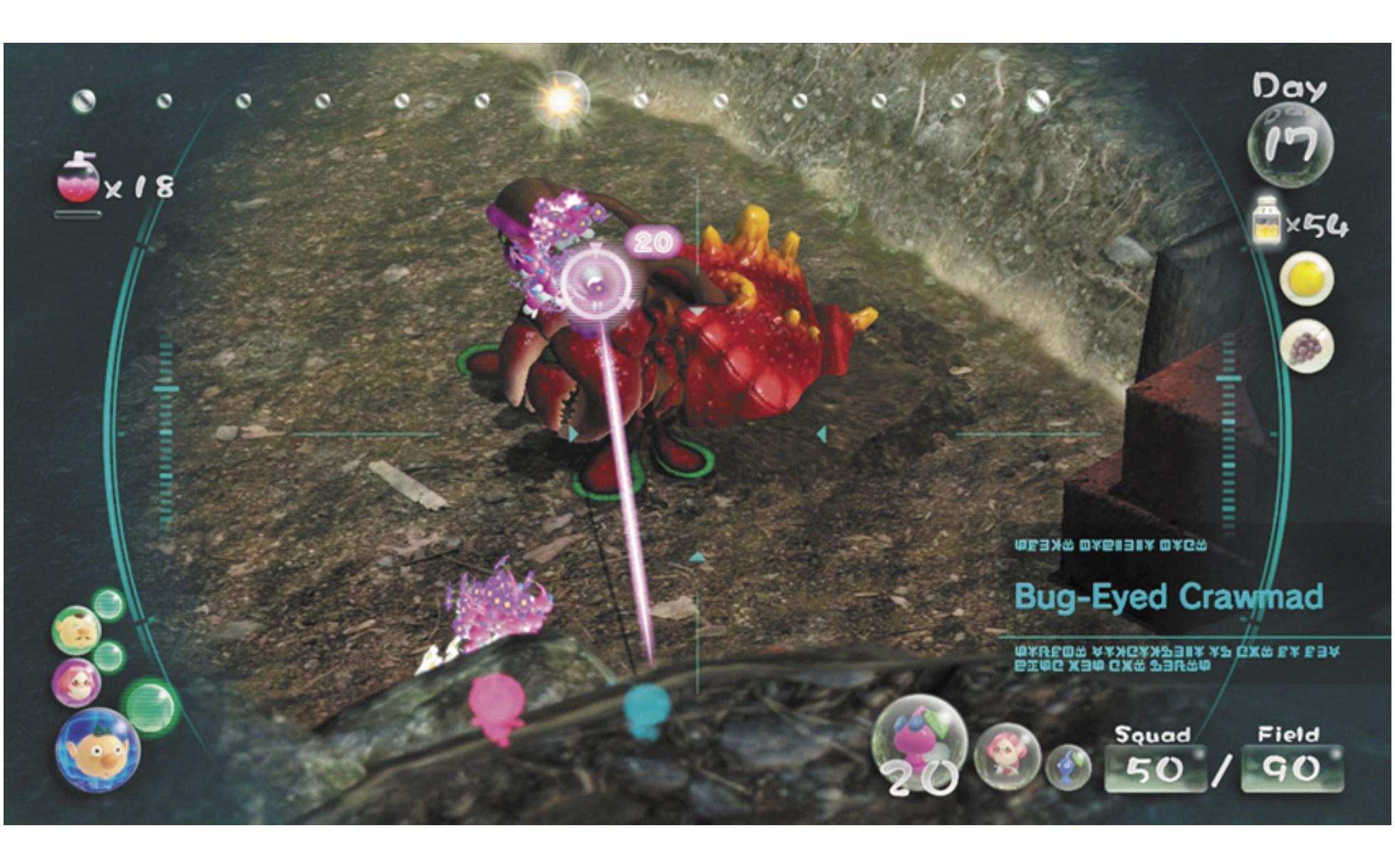
After you defeat both of the Hermit Crawmads, assign half of your squad to each of the nearby Dirt Mounds.



Switch back to the main squad and round up your idle Pikmin. If any of the Winged Pikmin are still delivering fruit, wait for them to return before you continue.

**Tip**

If any of your Blue Pikmin slip into the trench, you must create a path back up to the ledge. Use one crew member to lead the stray Pikmin while the other crew member adjusts the tins.



⑧ When you're ready, head down the Paper Bag ramp to engage the Bug-Eyed Crawmad hiding in the west half of the large cave. Avoid its lunging attacks, and use your Winged Pikmin to attack the creature's eyes. When the Bug-Eyed Crawmad flips onto its back, throw your Blue Pikmin onto its fleshy underbelly. Repeat the process until the fight is over.

When you defeat the Bug-Eyed Crawmad, it drops two halves of a Stellar Extrusion (starfruit). Assign Pikmin to carry the enemy and both halves of the fruit back to the landing site. Switch between crew members and gather any idle Pikmin. You should still have plenty of daylight left. Use the remaining time to collect Data Files, gather Ultra-Spicy Berries, or cultivate more Pikmin.

**Tip**

By now, most of the aquatic enemies southwest of the landing site have reappeared. These creatures provide a great way to boost your Pikmin population. Have your Blue Pikmin defeat these enemies and carry them to dry land, then use the desired Pikmin to transport them to the Onion.

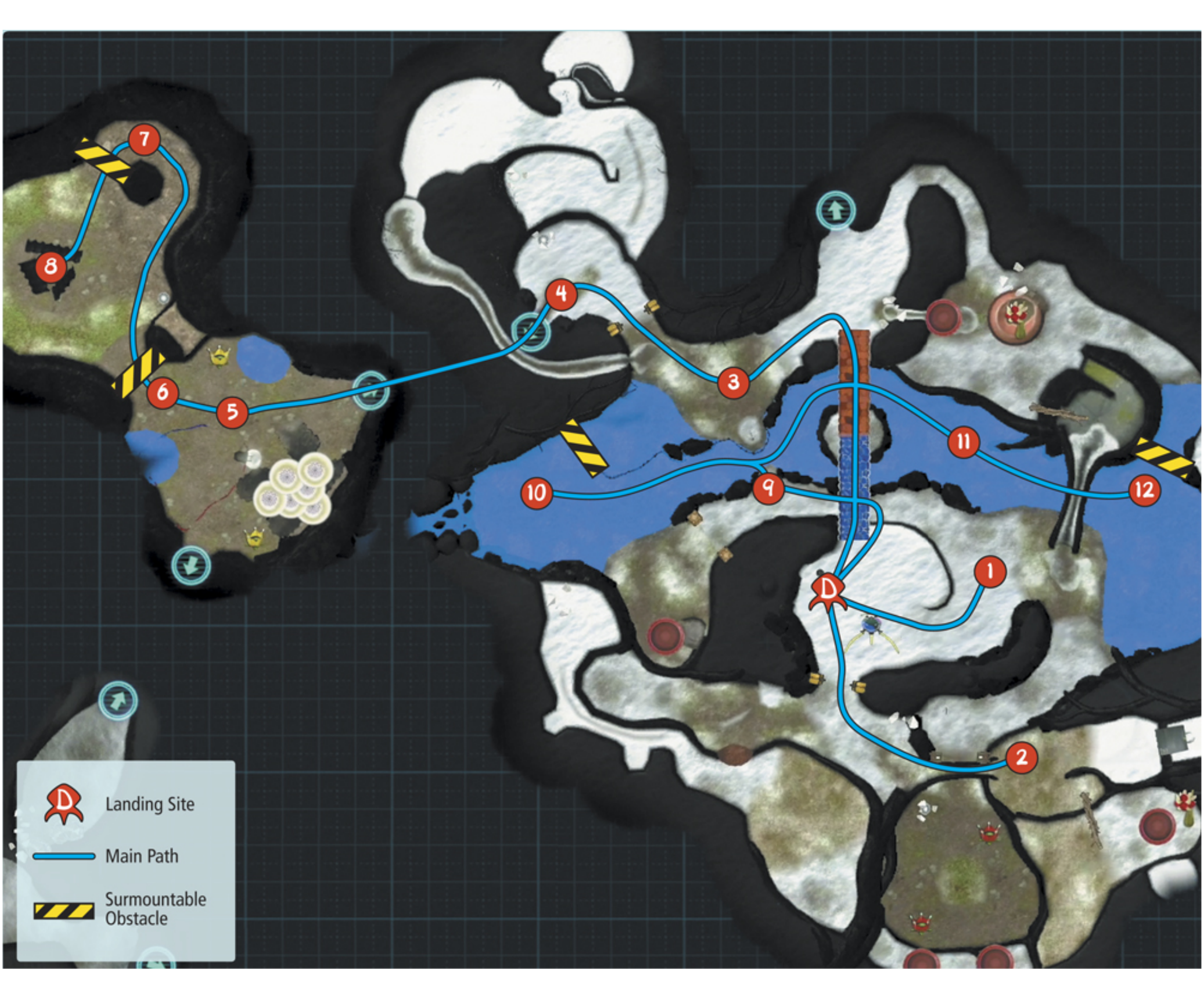
**Progress Report: Day 17**

You should have completed the following tasks by the end of Day 17:

- Collect an Astringent Clump.
- Collect an entire bunch of Dusk Pustules.
- Collect an entire Stellar Extrusion.

Travel to the Distant Tundra when you're ready to begin Day 18.

# Day 18 - Distant Tundra



Map: Distant Tundra

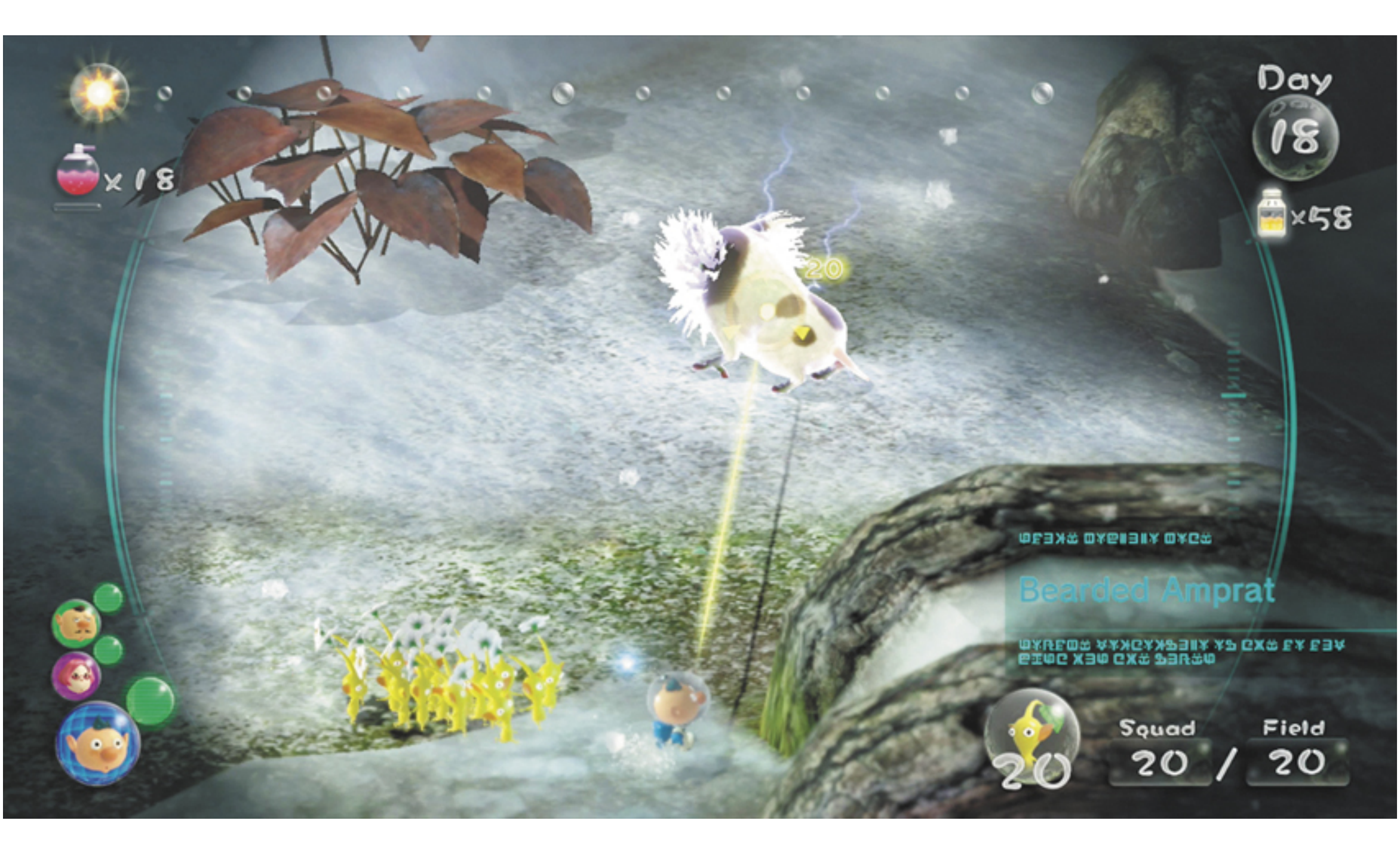
Remaining Juice: 58 canisters

Objectives: Collect some of the area's remaining fruit.

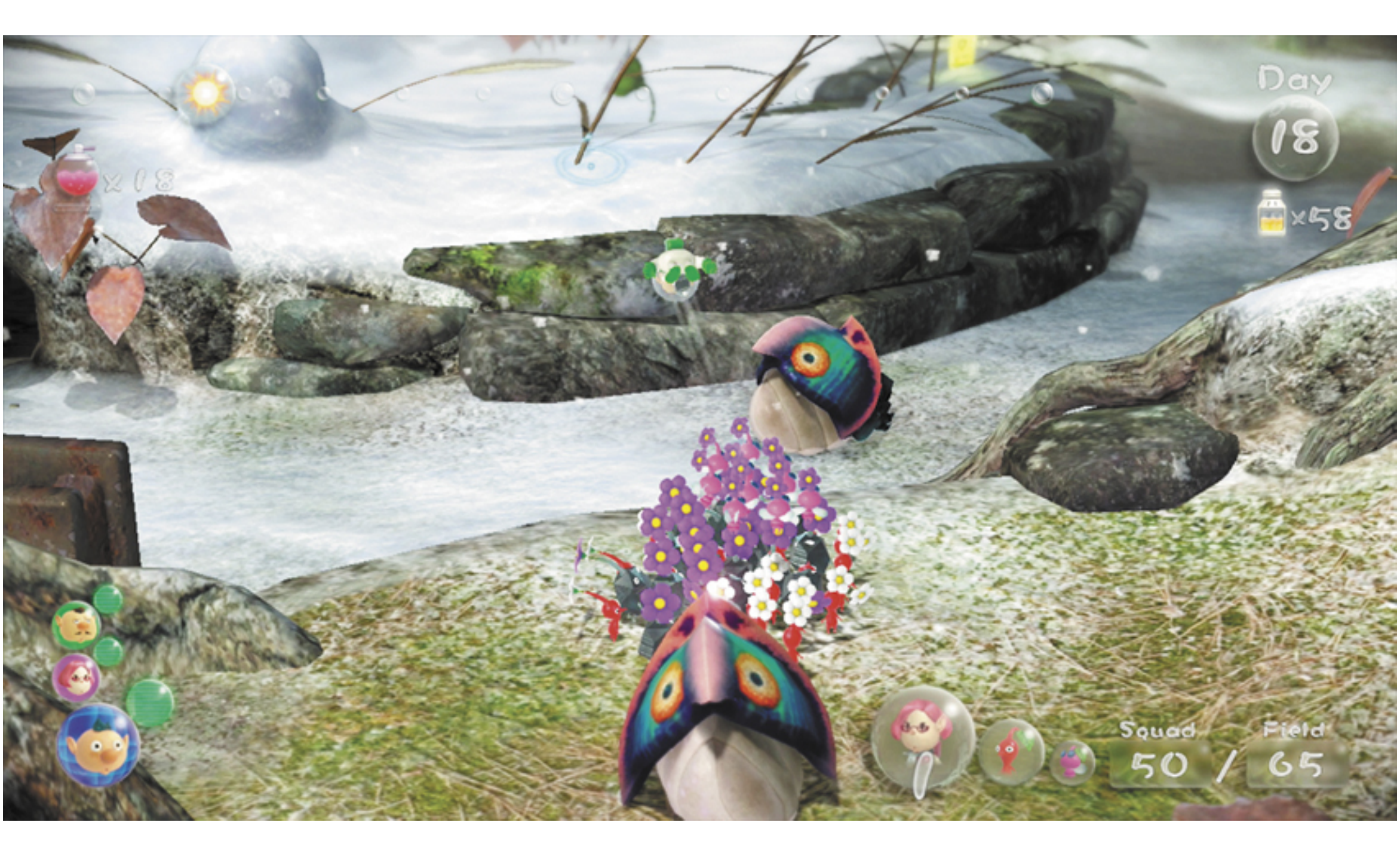
Now that you've acquired all of the available Pikmin types, use them to complete any unfinished business in the Distant Tundra. There are some fairly powerful enemies lurking in unexplored areas, so build up your Pikmin population as needed.

**Note**

It's fairly difficult to collect the Distant Tundra's remaining fruit in a single day. This walkthrough splits the more difficult tasks across two days, allowing plenty of time to cultivate Pikmin or gather Ultra-Spicy Berries.



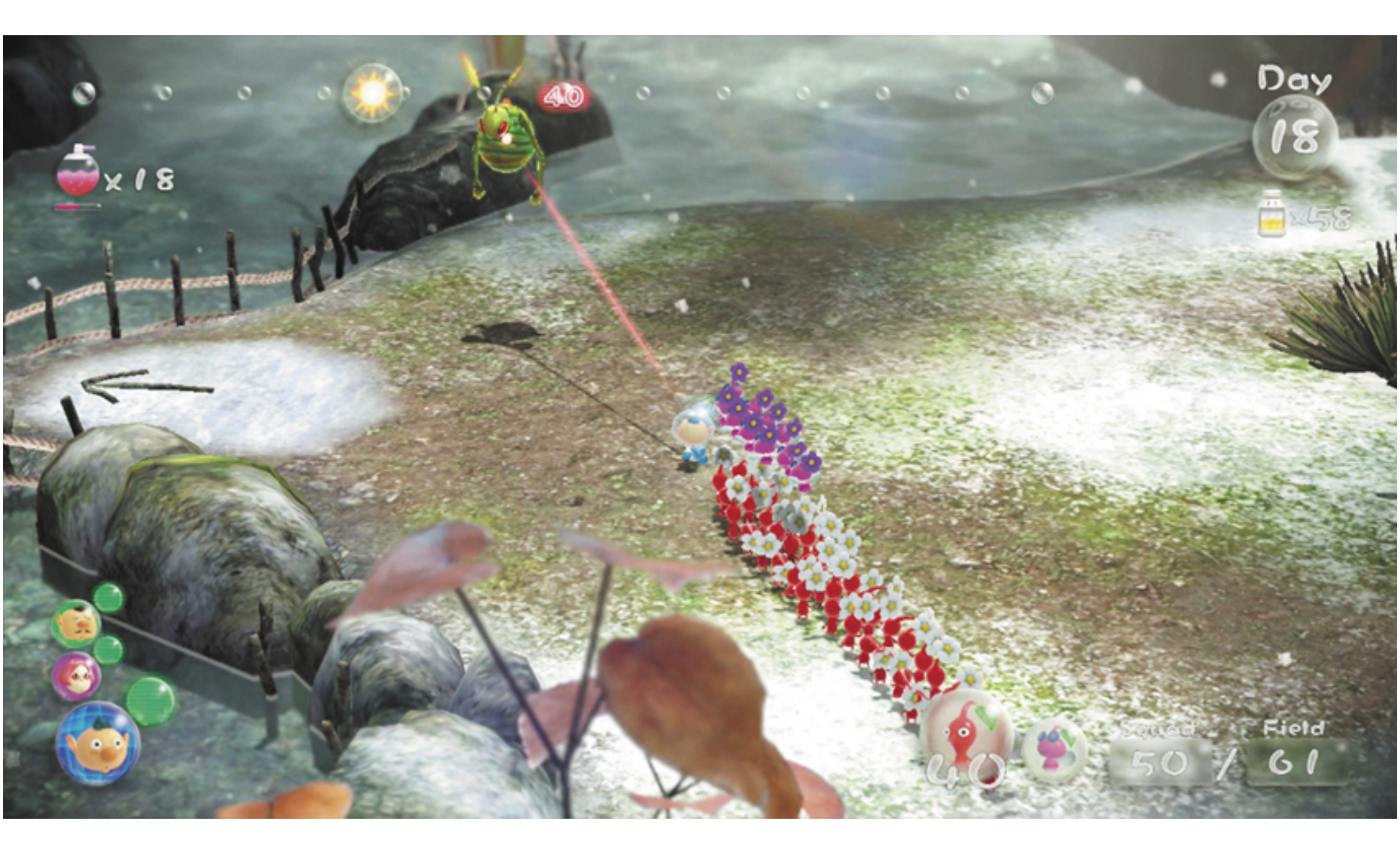
① When the day starts, form a squad of 20 Yellow Pikmin and clear out the Bearded Amprat patrolling the area east of the landing site. Assign any Pikmin you like to transport the enemy back to the Onion.



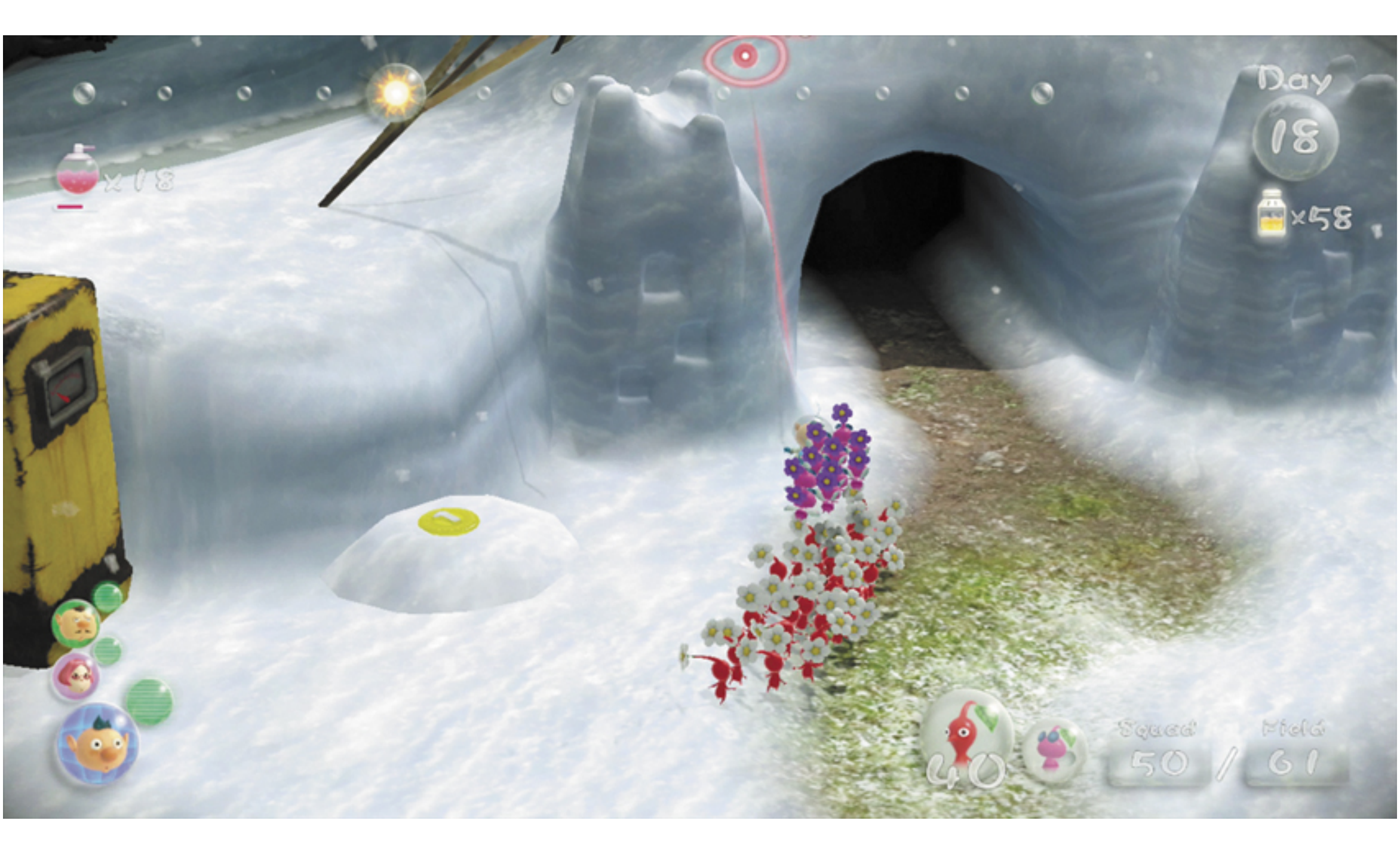
② If you like, you can spend the first quarter of your day on optional tasks. Select a fairly large squad consisting of Red Pikmin, Rock Pikmin, and Winged Pikmin and clear out the area south of the landing site. Assign Pikmin to transport the defeated enemies and gather Ultra-Spicy Berries. If you haven't already collected the Data File on the rocks east of the landing site, move to the ledge south of the rocks and toss a crew member into place.

**Note**

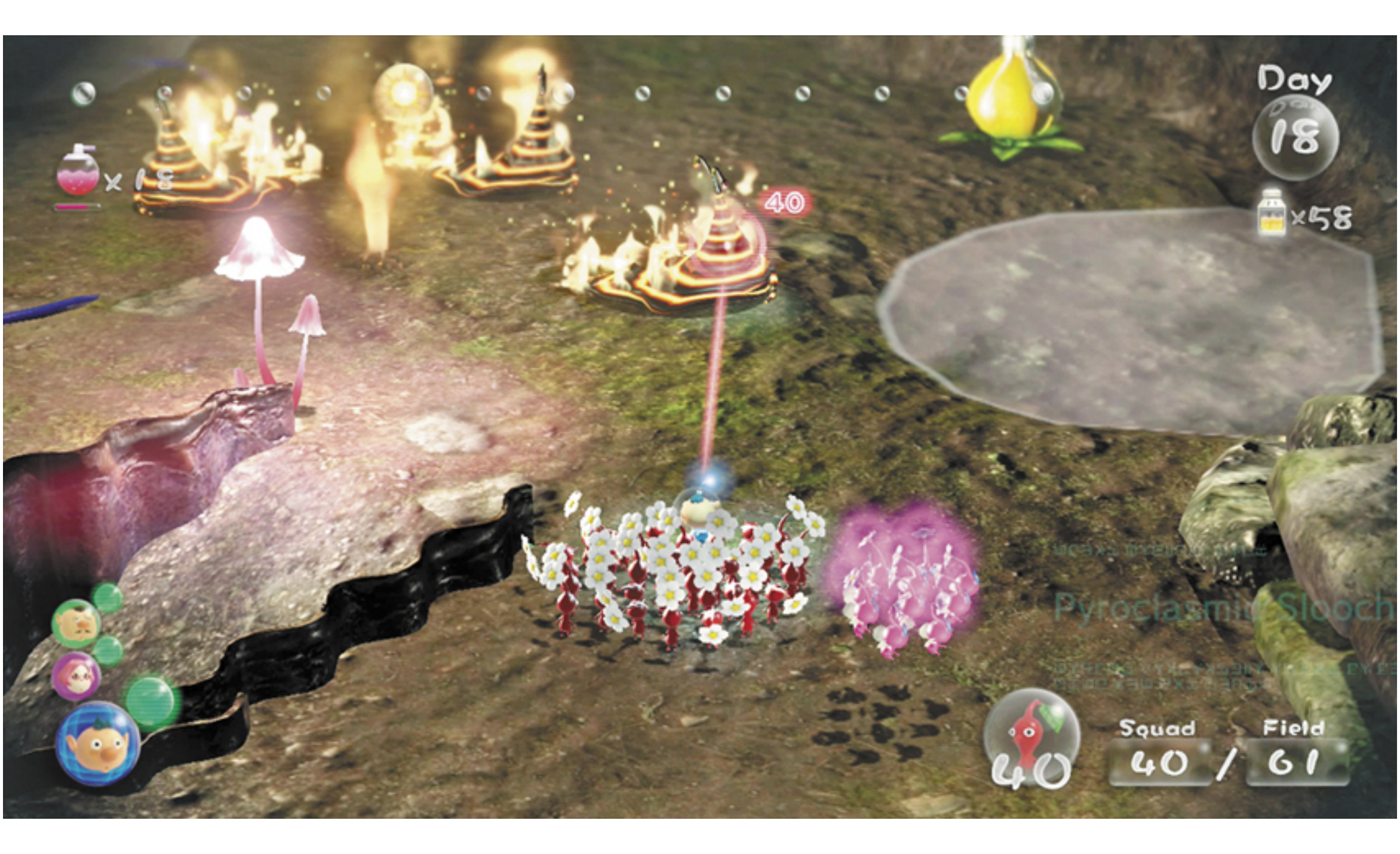
If you choose to collect Ultra-Spicy Berries, it's best to begin as early as possible. If not, wait until the end of the day to tackle optional tasks.



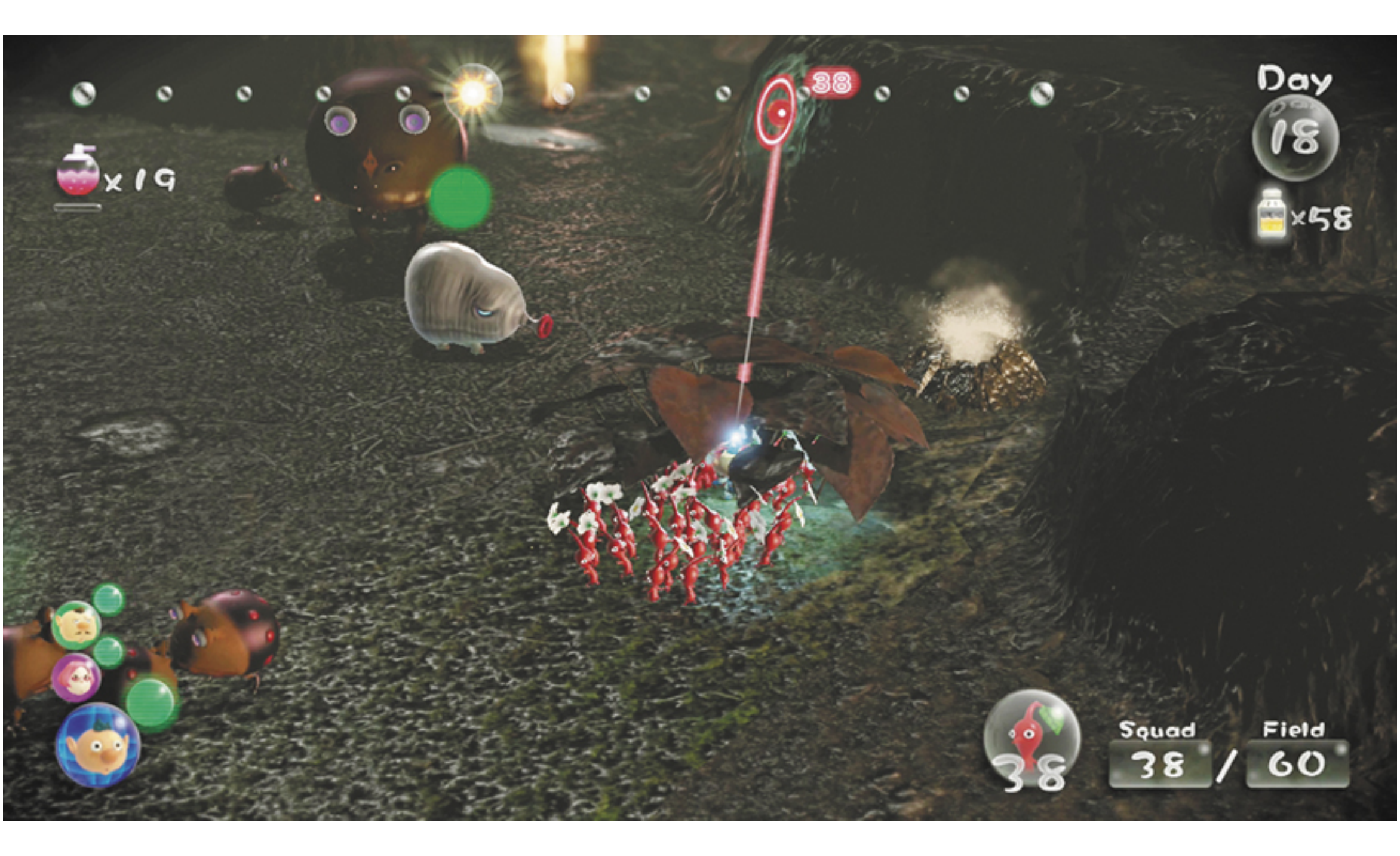
③ When you're ready to deal with more pressing matters, return the bulk of your Pikmin to the Onion. Create a new main squad consisting of one crew member, 40 Red Pikmin, and 10 Winged Pikmin. Lead the squad across the bridge north of the landing site, then clear out the Swooping Snitchbug to the west.



④ After you defeat the Swooping Snitchbug, leave the enemy and follow the path into the nearby enclosure, then head into the cave. Stay near the enclosure's west wall to avoid drawing the attention of nearby enemies.



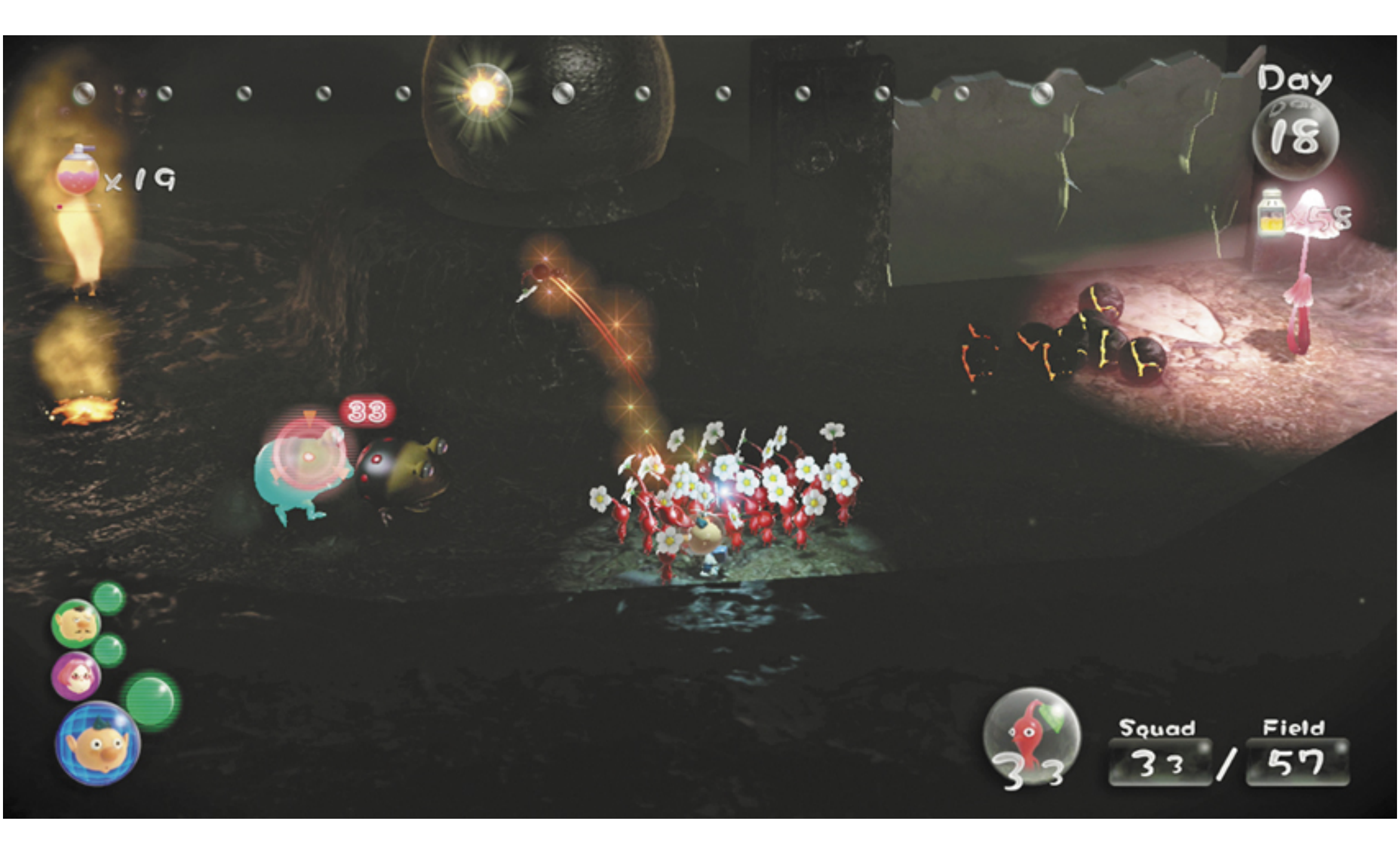
⑤ When you step into the cave, choose a safe spot and throw your Winged Pikmin out of the squad. Use your Red Pikmin to charge each of the Pyroclasmic Slooches patrolling the area.



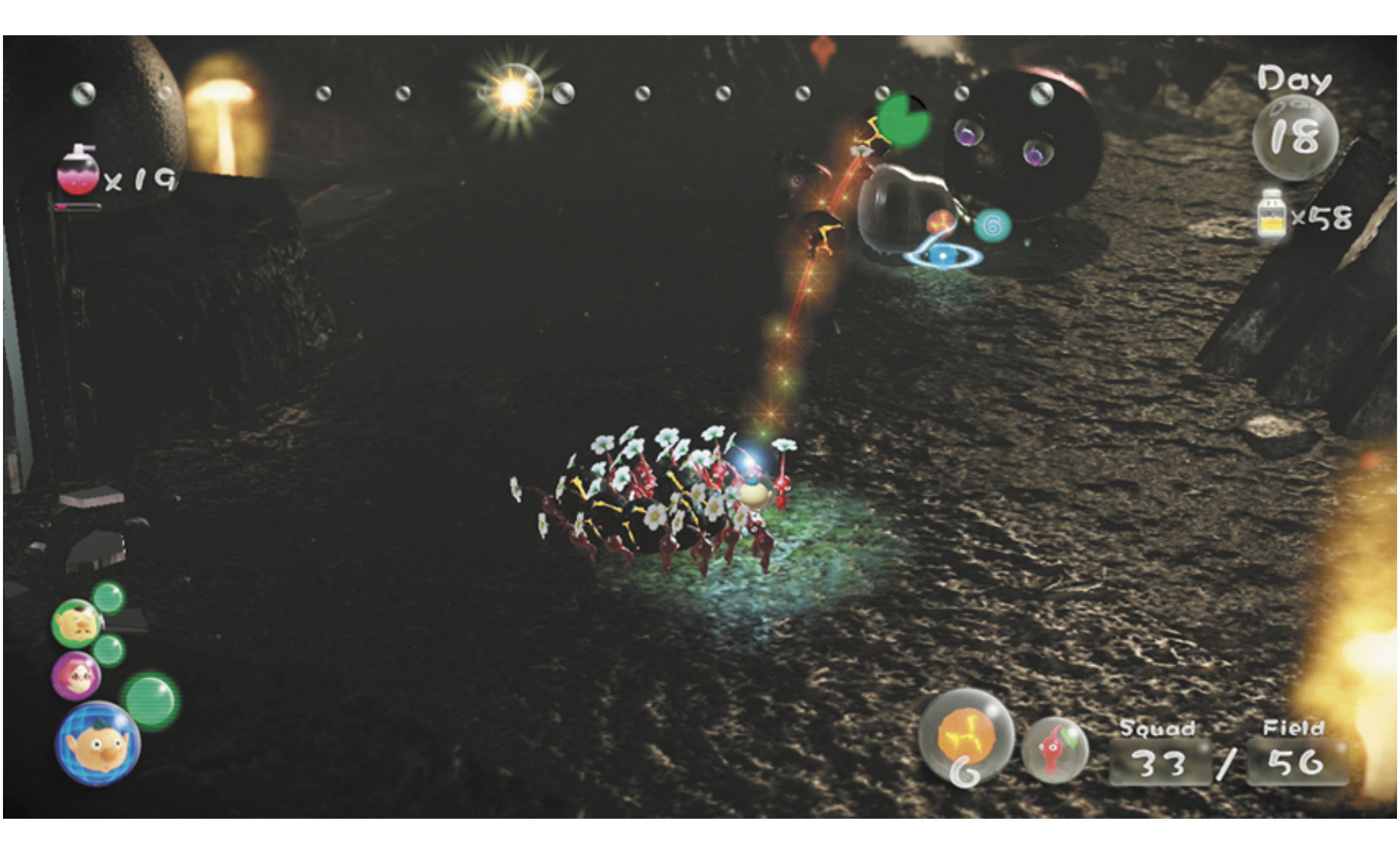
⑥ When it's safe, round up your Winged Pikmin, escort them around the flame geysers, and toss them onto the nearby Bamboo Gate. Lead your Red Pikmin through the opening, then dash to the flame geysers to the north. As you do, look for the Spotty Bulbear patrolling the area. This creature is very tough, and it's best to avoid confronting it directly. If the large enemy is in your path, try to dart around it on your way to the Geysers.

**Tip**

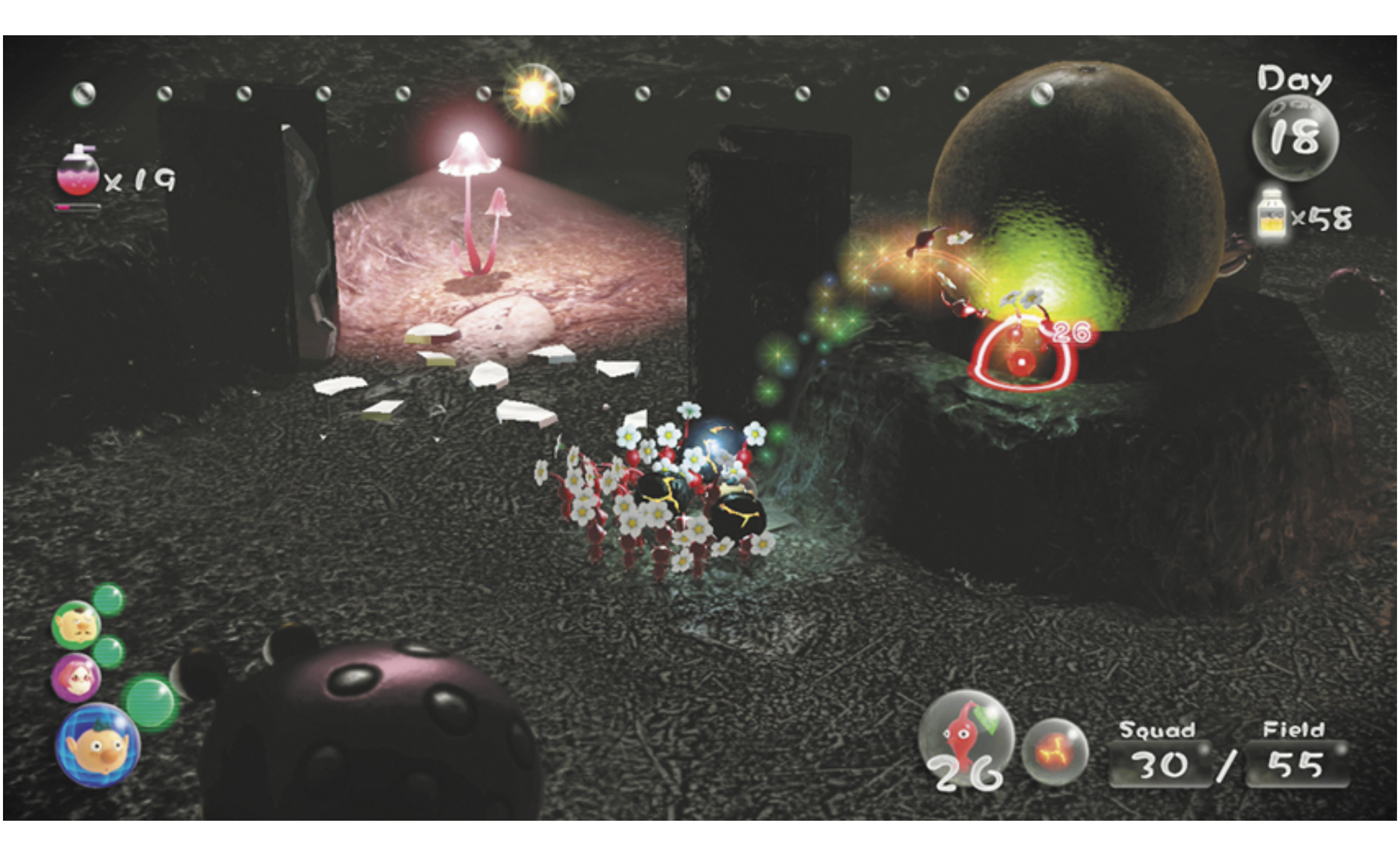
If you can't find a safe path around the Spotty Bulbear, consider distracting it with a few Red Pikmin. It's better to sacrifice a few Pikmin than to allow the entire squad to perish.



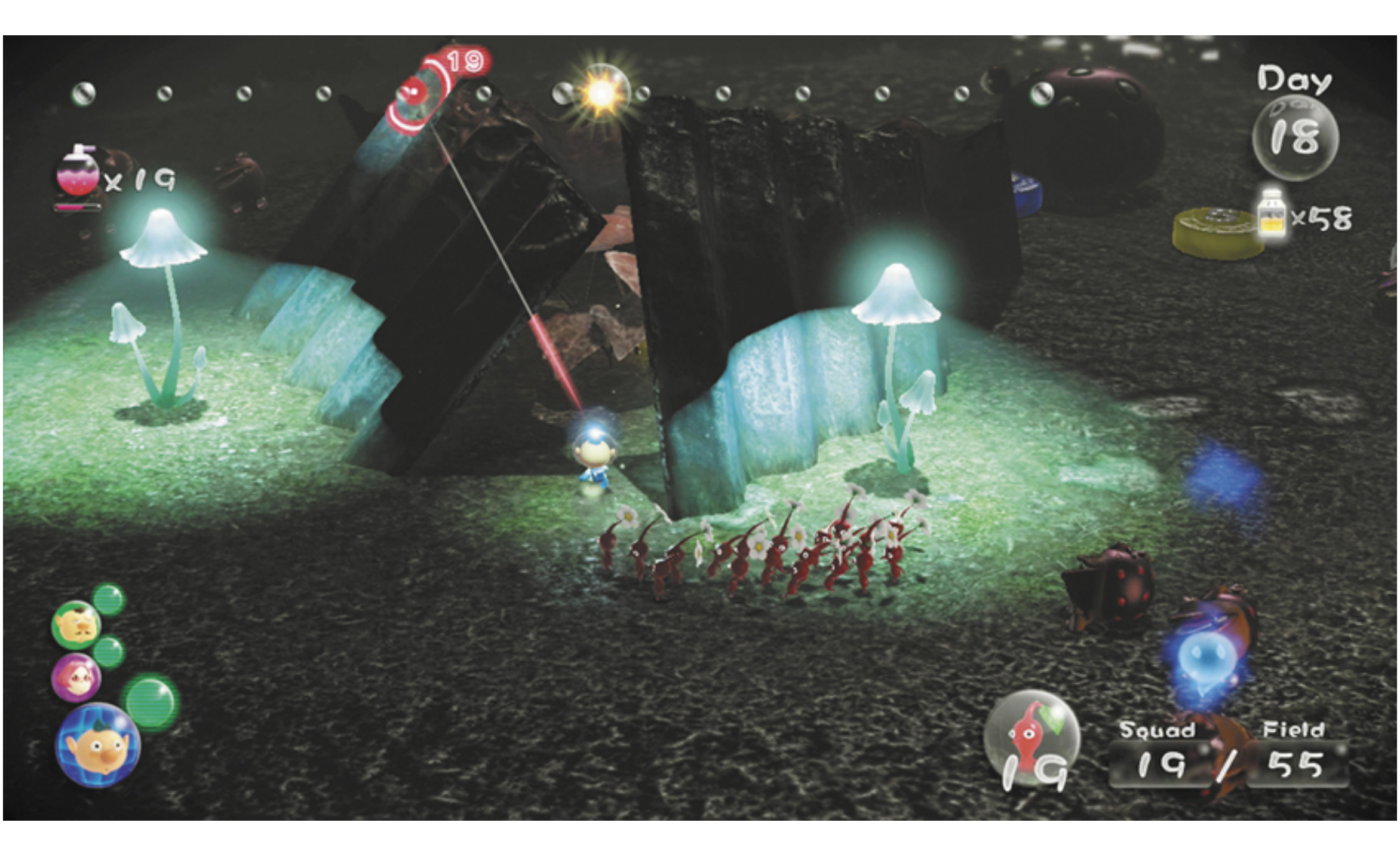
⑦ If you haven't already located the Spotty Bulbear, there's a chance the creature will be waiting just beyond the flame Geysers. If this happens, retreat to the Bamboo Gate. If the Spotty Bulbear is elsewhere, dash clear past the Dwarf Bulbears to find 10 Bomb Rocks near a Crystal Wall. Defeat the smaller enemies, then have your Pikmin collect the Bomb Rocks.



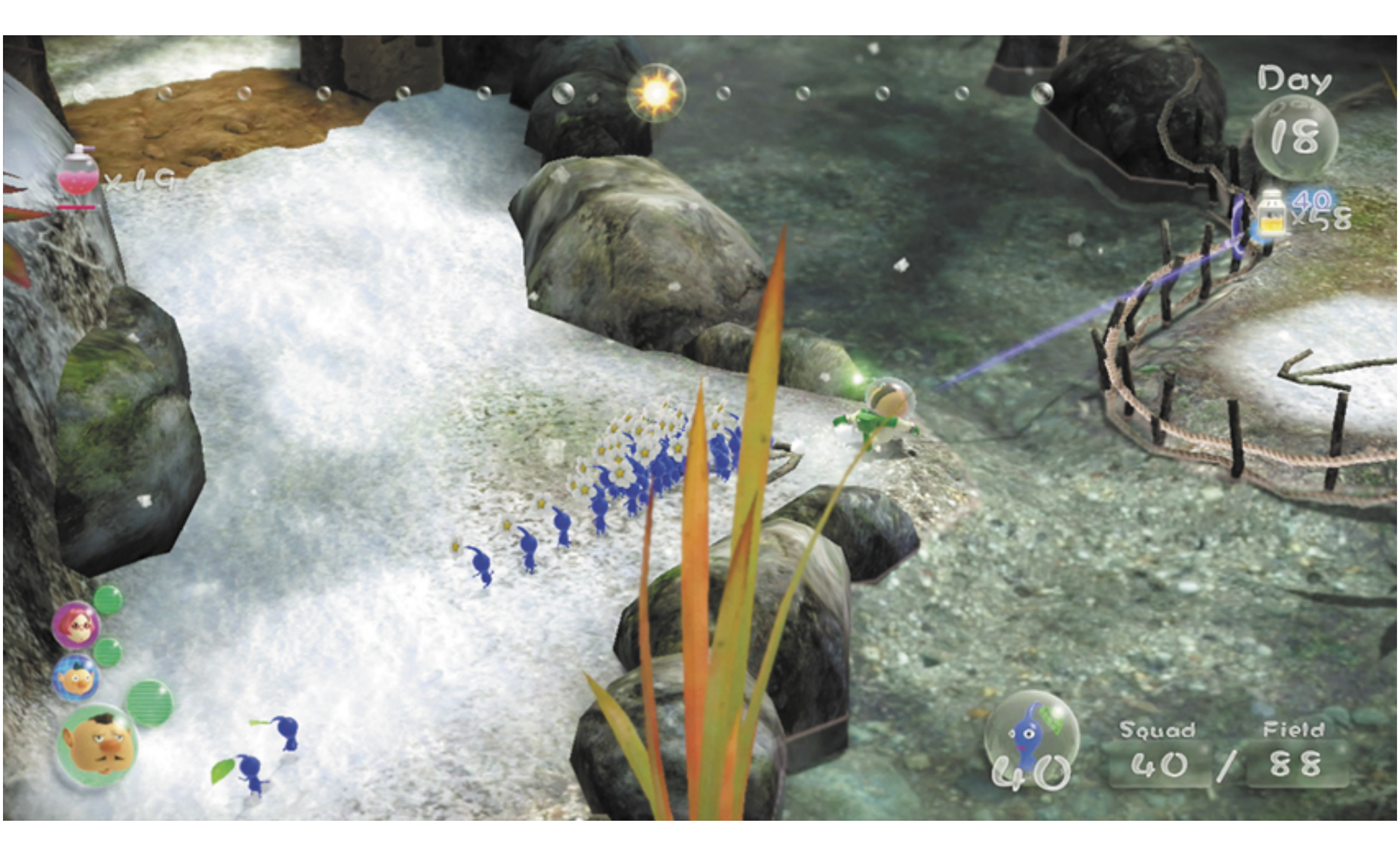
Use two of the Bomb Rocks to destroy the Crystal Wall. Step through the opening. Avoid using any of your remaining Bomb Rocks until you find the Spotty Bulbear. Keep your distance from flame Geysers and Fiery Blowhogs to avoid any accidental detonations. When you find the Spotty Bulbear, attack it with three of your Bomb Rocks.



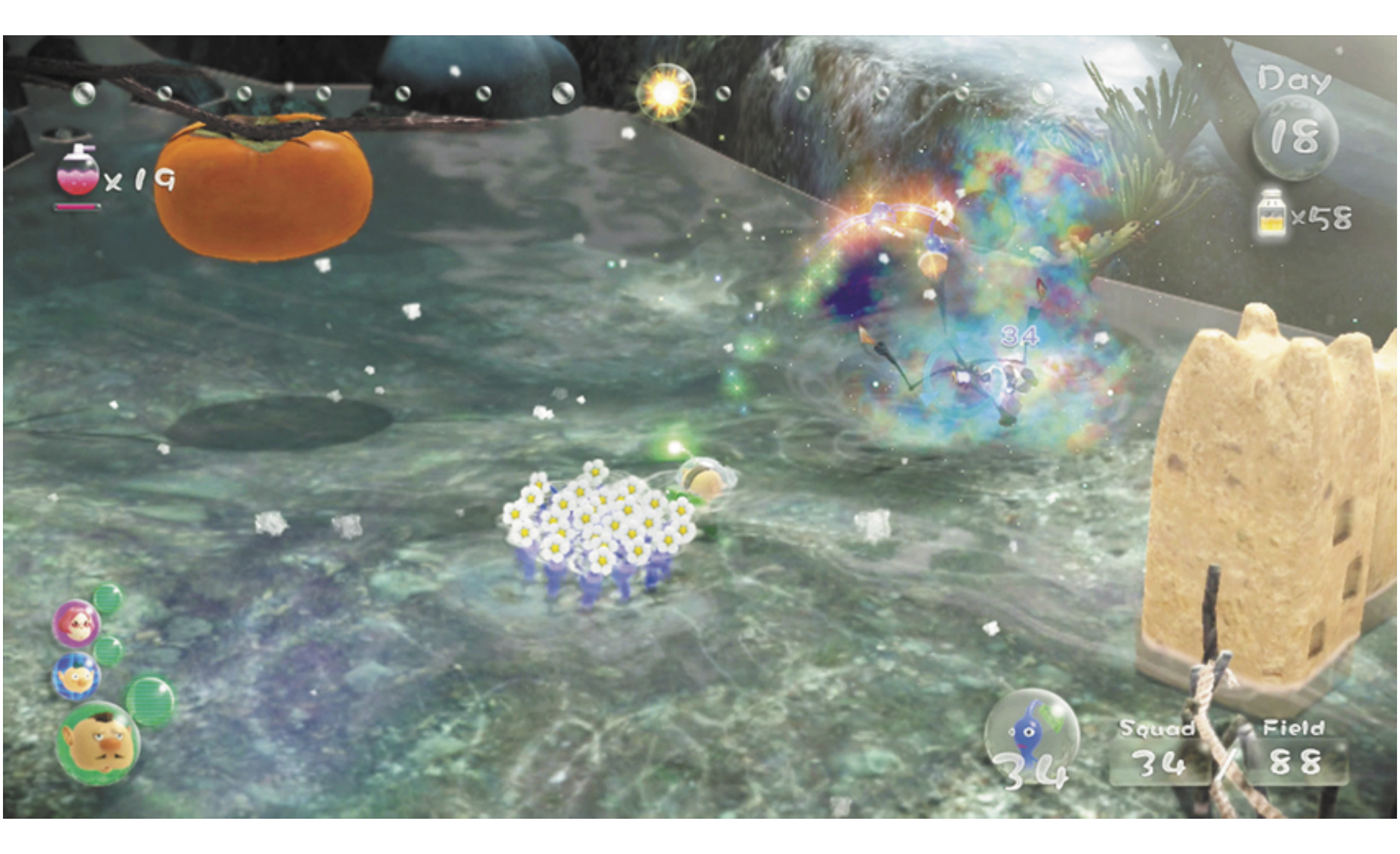
If the Spotty Bulbear survives your volley, use additional Bomb Rocks to finish it off. After you defeat the creature, assign at least 15 Red Pikmin to the Astringent Clump (grapefruit) near the remains of the Crystal Wall. As those Pikmin dig, deal with the smaller enemies in the area—use any remaining Bomb Rocks to speed up the process.



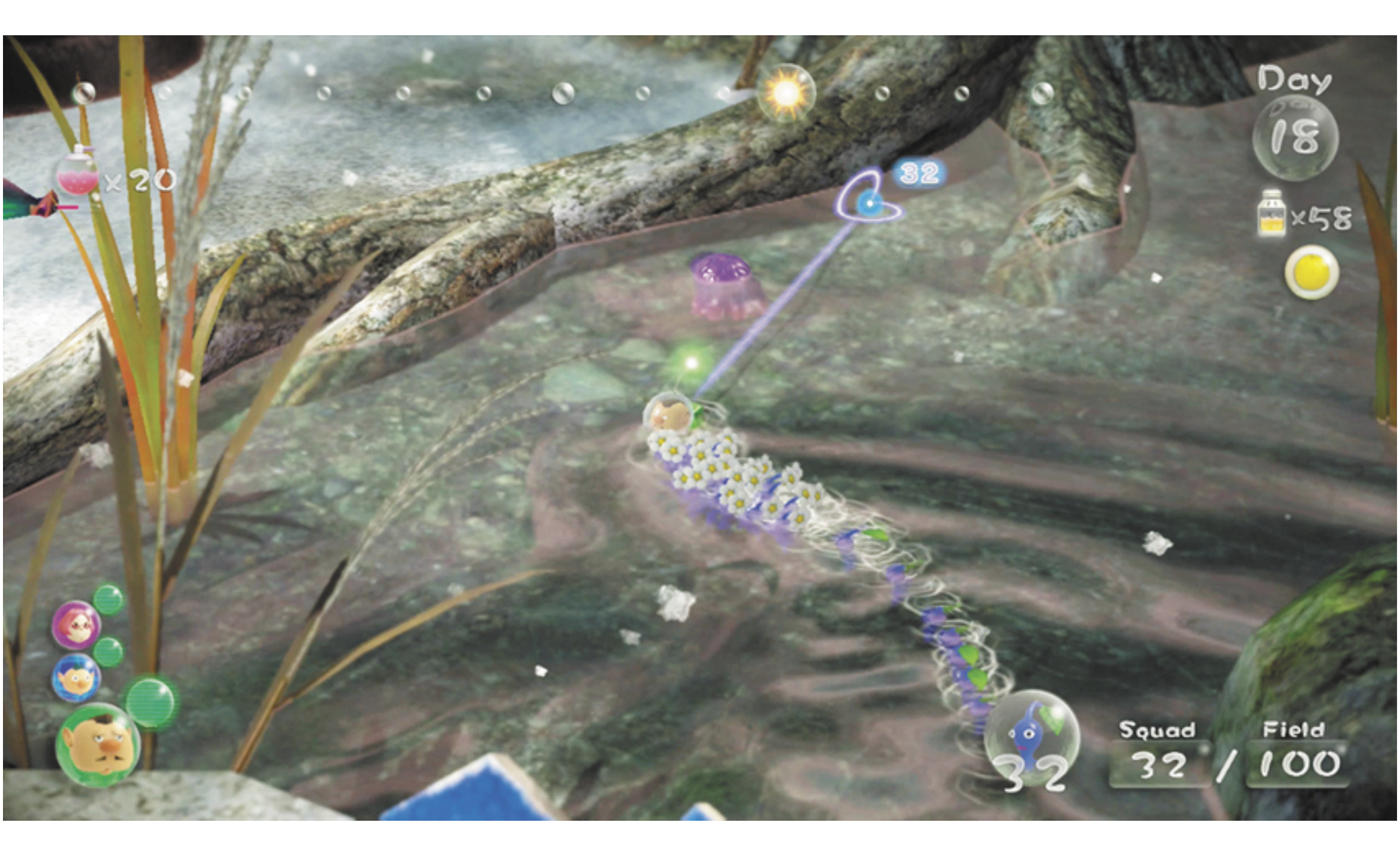
⑧ When the area is safe, enter the small metal structure at the center of the enclosure to find a hidden Data File. Assign what's left of your squad to help free the Astringent Clump or begin collecting defeated enemies.



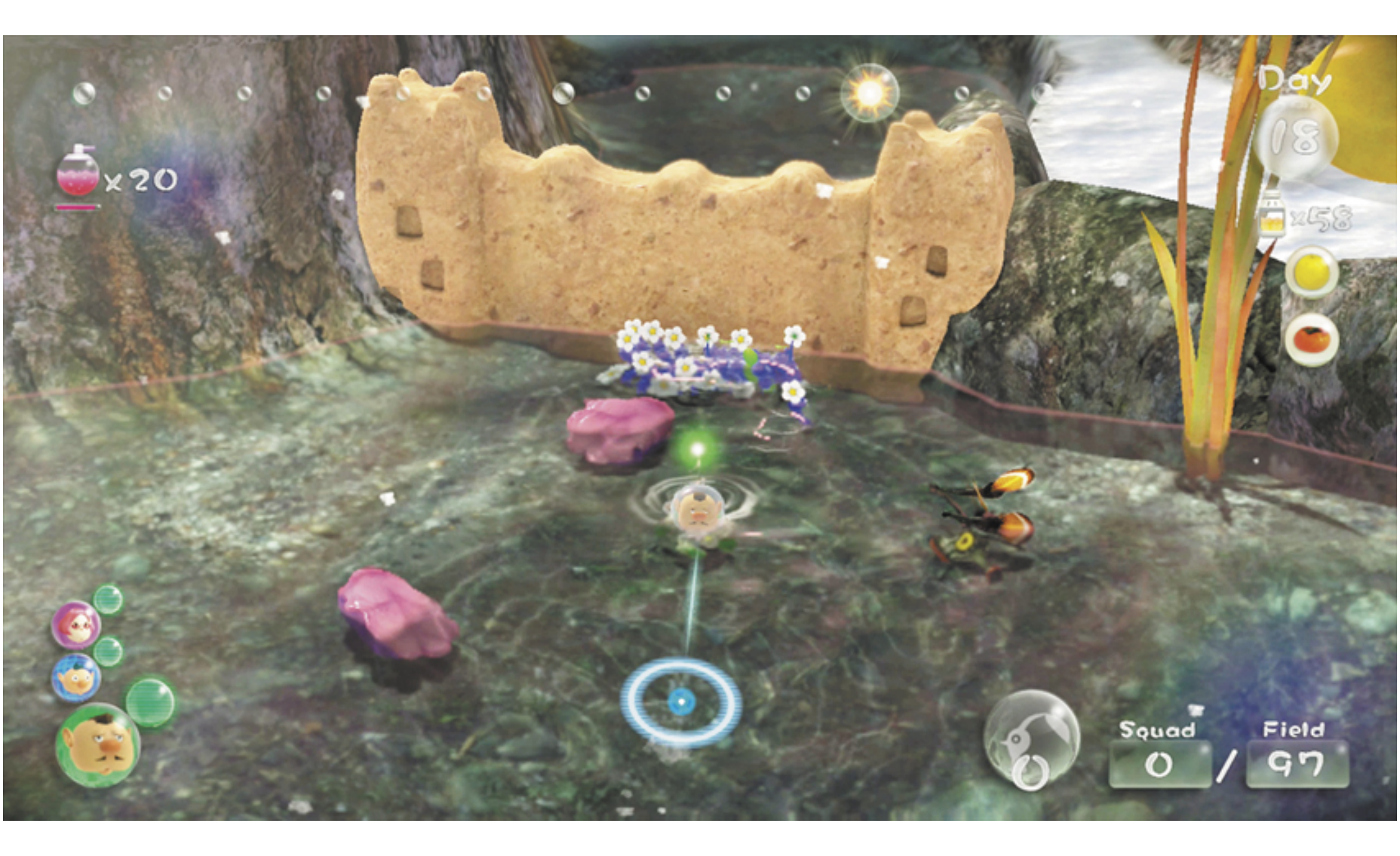
⑨ As you wait for the Pikmin to free the Astringent Clump, switch to one of your idle crew members. Move back to the landing site and form a squad of around 40 Blue Pikmin. Head toward the bridge to the north, then drop down from the ledge. Follow the lower path west to pass under the bridge, then move to the arrow marked on the ground and enter the water.



⑩ Move west and clear the Skeeterskates from the area. Toss eight Pikmin onto the Portable Sunset (persimmon) hanging above the water. If you like, use the rest of your squad to destroy the nearby Dirt Wall. After the Portable Sunset falls into the water, the Pikmin assigned to it should automatically transport the fruit to the landing site.



⑪ When you're ready, turn back and lead your remaining Pikmin to the water east of the landing site. Clear out the aquatic enemies you find along the way. Skeeterskates don't pose any threat to your squad, but Water Dumples are more dangerous than their size would suggest. Whenever possible, use a squad of Blue Pikmin to charge a Water Dumple from behind.



⑫ Sweep the length of the water and clear out the last of the aquatic enemies. When it's safe, have your Blue Pikmin attack the area's remaining Dirt Wall. Once the obstacle is destroyed, use the remaining daylight to collect defeated enemies. Gather any idle or working Pikmin before the day ends, but feel free to leave any new sprouts to mature overnight.

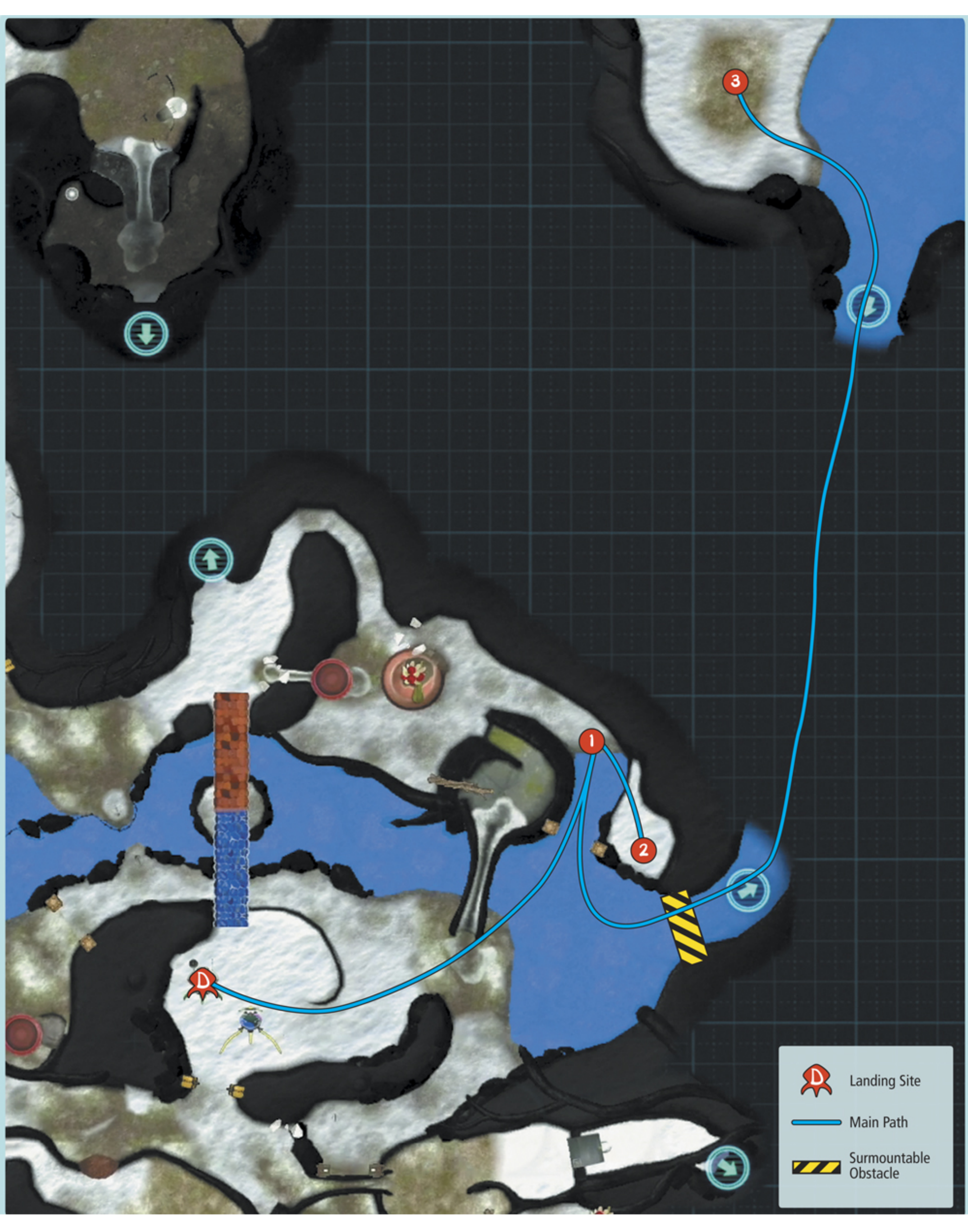
**Progress Report: Day 18**

Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 18:

- Collect an Astringent Clump.
- Collect a Portable Sunset.

Return to the Distant Tundra when you're ready to begin Day 19.

# Day 19 - Distant Tundra

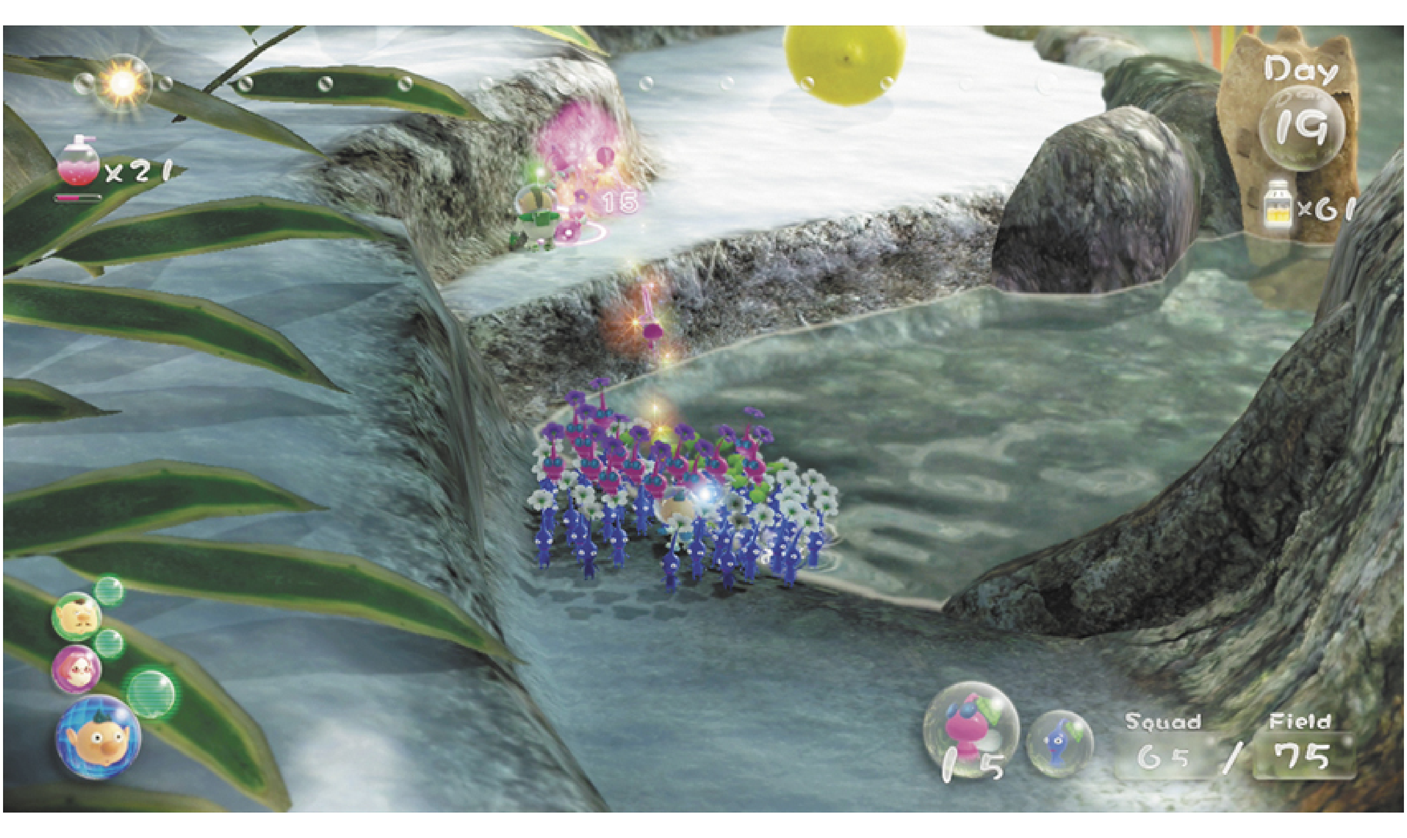


Map: Distant Tundra

Remaining Juice: 61 canisters

Objectives: Collect the area's remaining fruit.

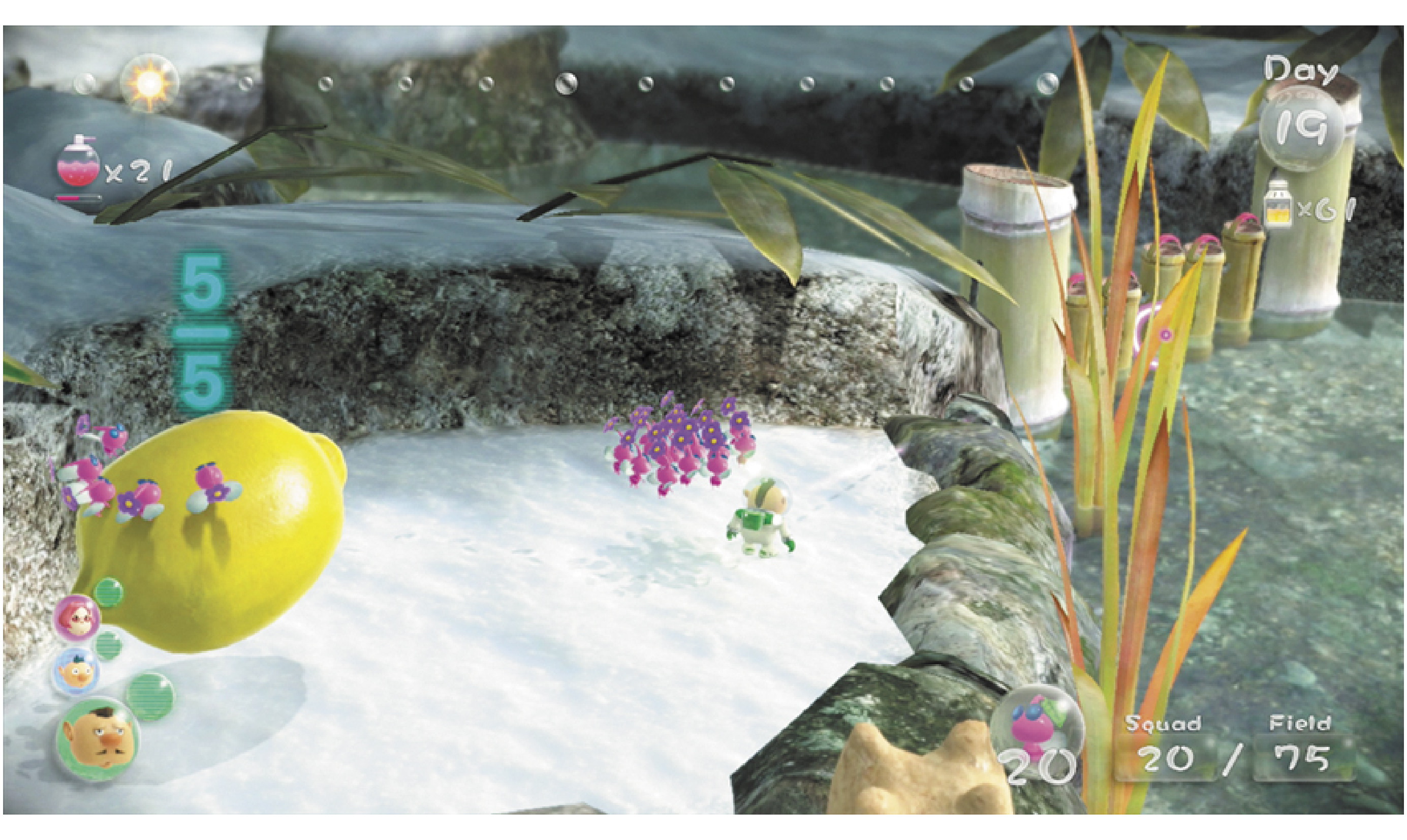
You've gathered nearly all of the fruit the Distant Tundra has to offer, but there are a few pieces left. Wrap up any unfinished business before you leave the area for good.



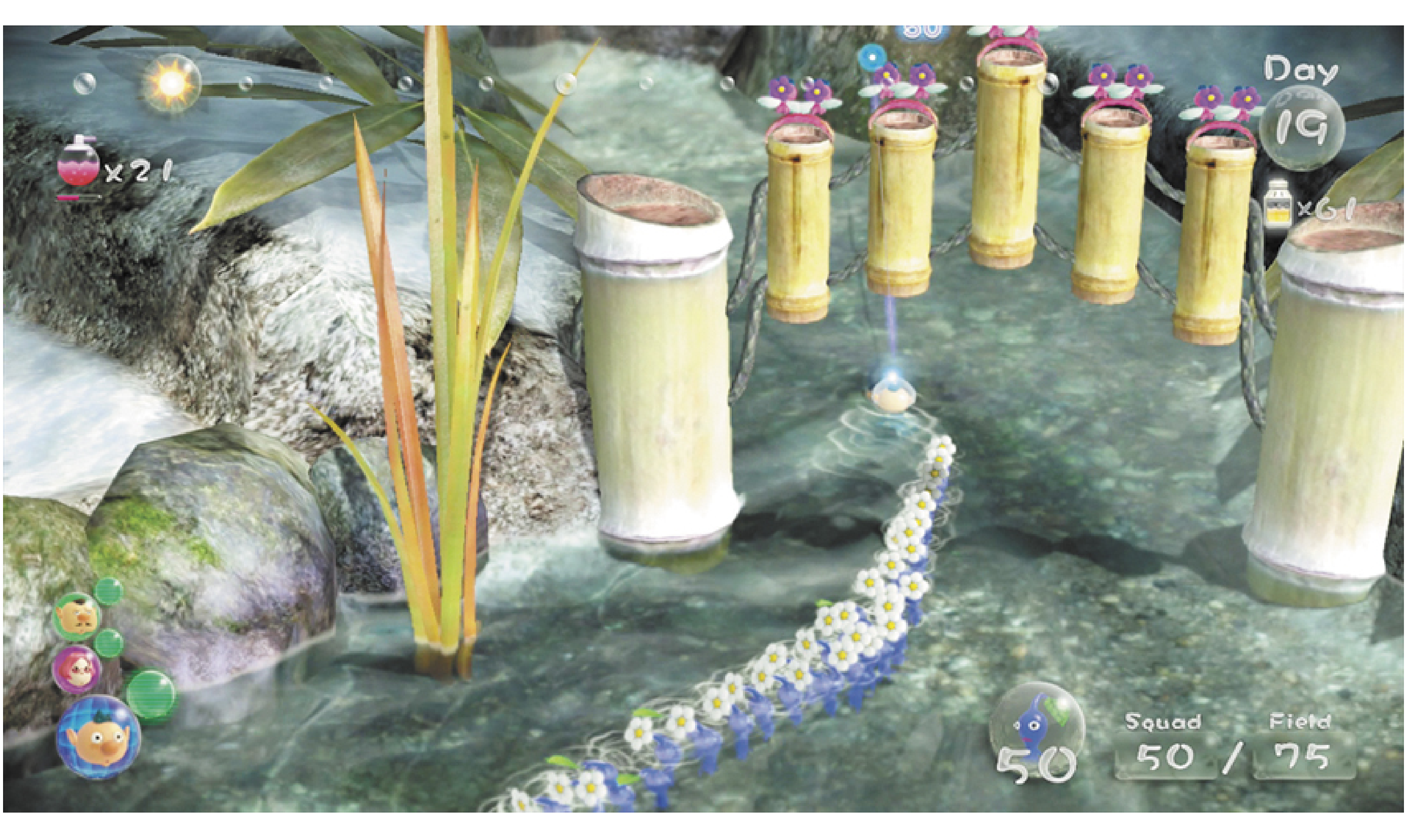
① When the day starts, create a squad of 25 Winged Pikmin and 50 Blue Pikmin. Toss one crew member out of the squad, then move to the water east of the landing site. Once in the water, head north through the remains of the Dirt Wall you destroyed during the previous day. When you reach dry land, throw one crew member and all of your Winged Pikmin onto the ledge to the east.

**Tip**

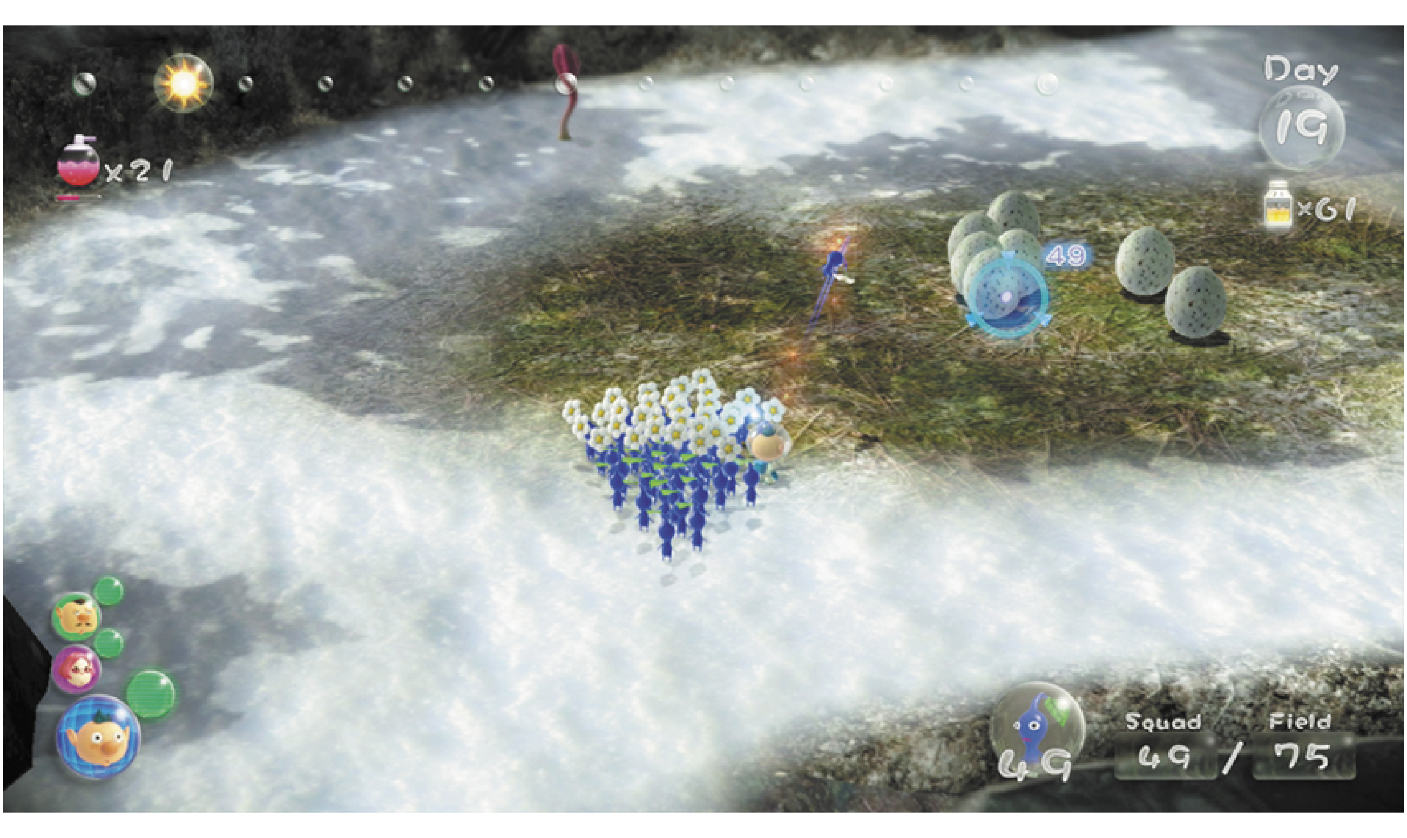
Leaving a crew member at the landing site allows you to bring reinforcements to your main squad. You may not need them, but it's best to leave the option open.



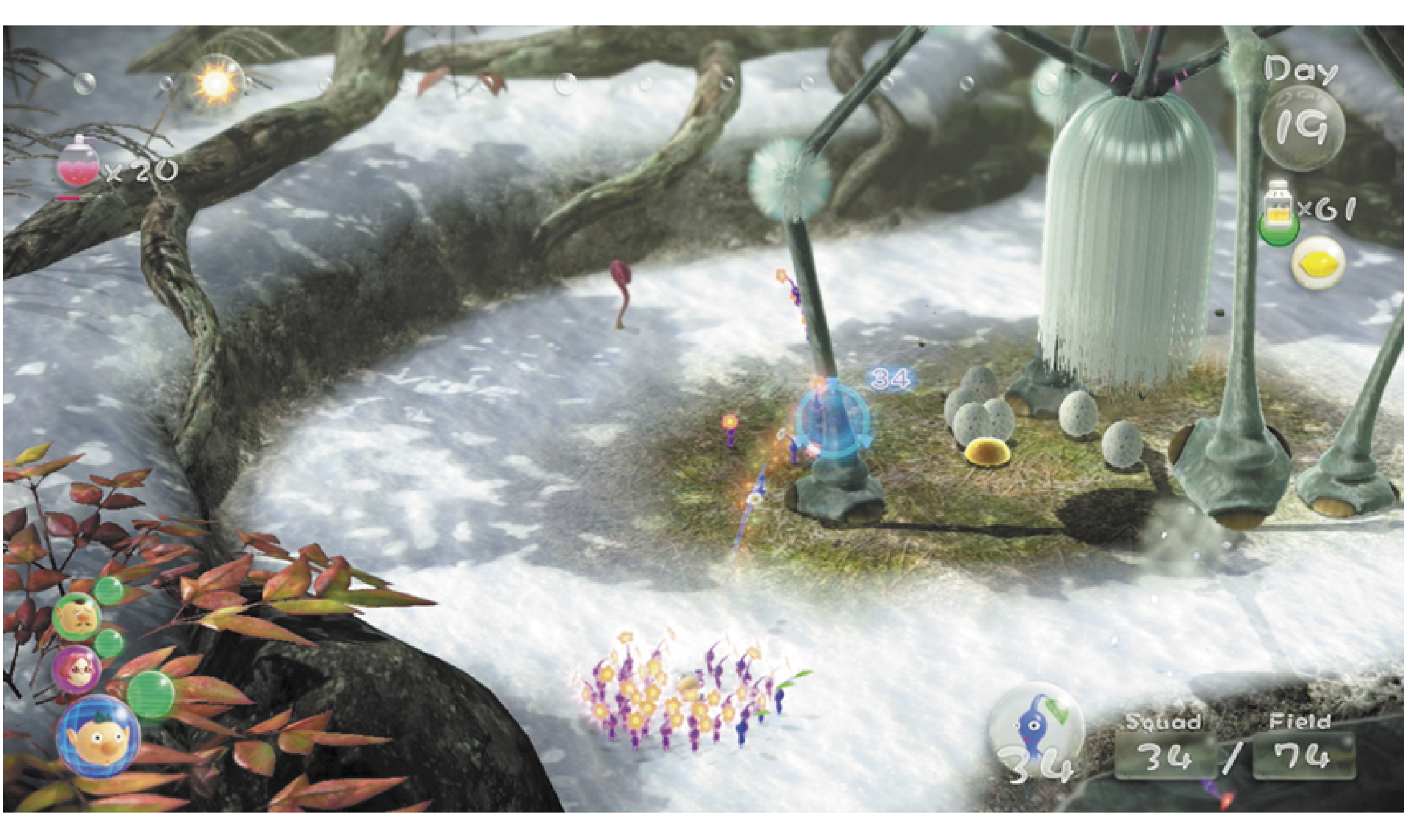
② Switch to the crew member on the ledge and gather the Winged Pikmin. Assign 5 Winged Pikmin to transport the Face Wrinkler (lemon) on the ledge, then have 10 Winged Pikmin raise the nearby Bamboo Gate. The remaining Winged Pikmin will be put to use later.



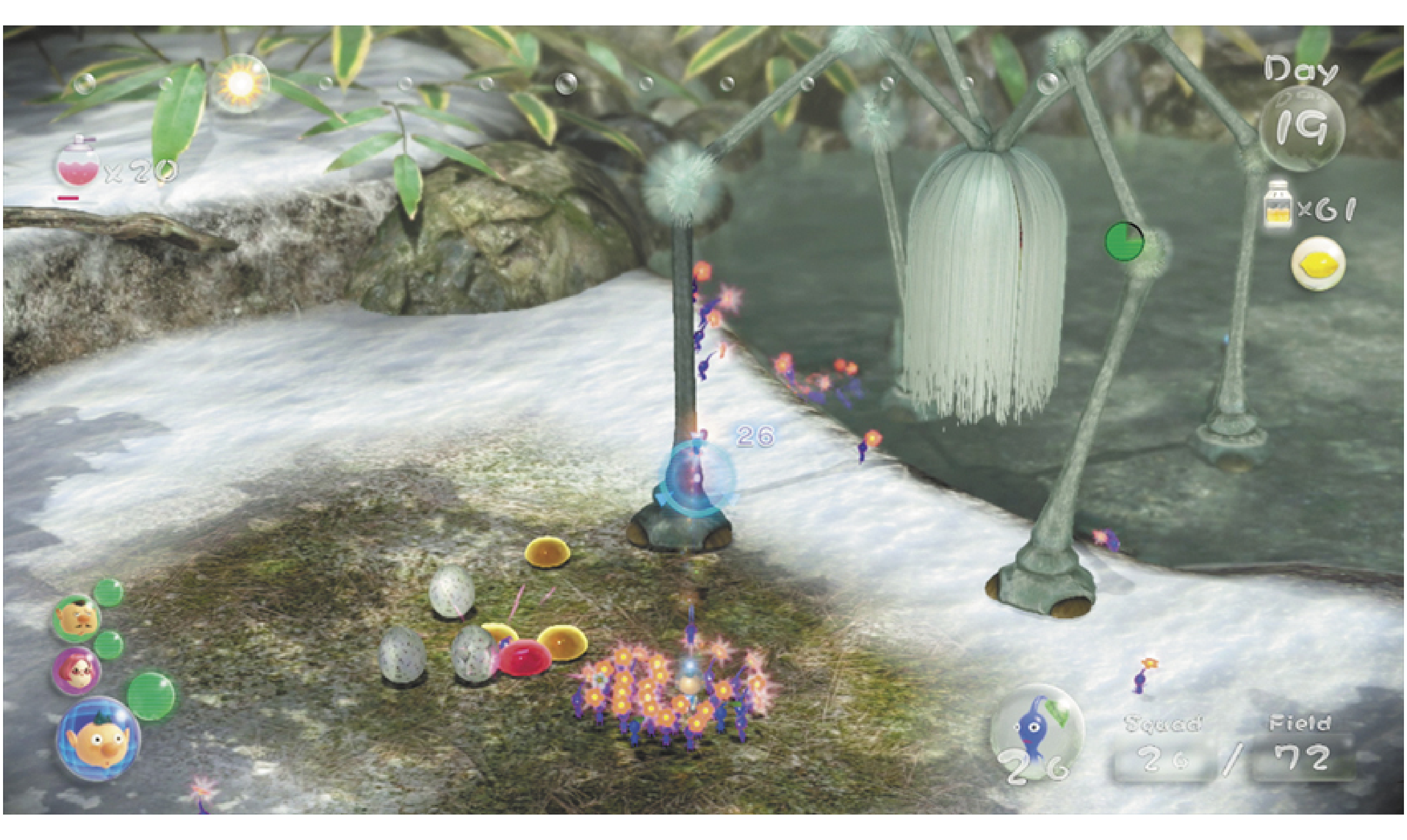
Switch back to the crew member leading the squad of Blue Pikmin, then return to the water and head through the raised Bamboo Gate to find a large enclosure.



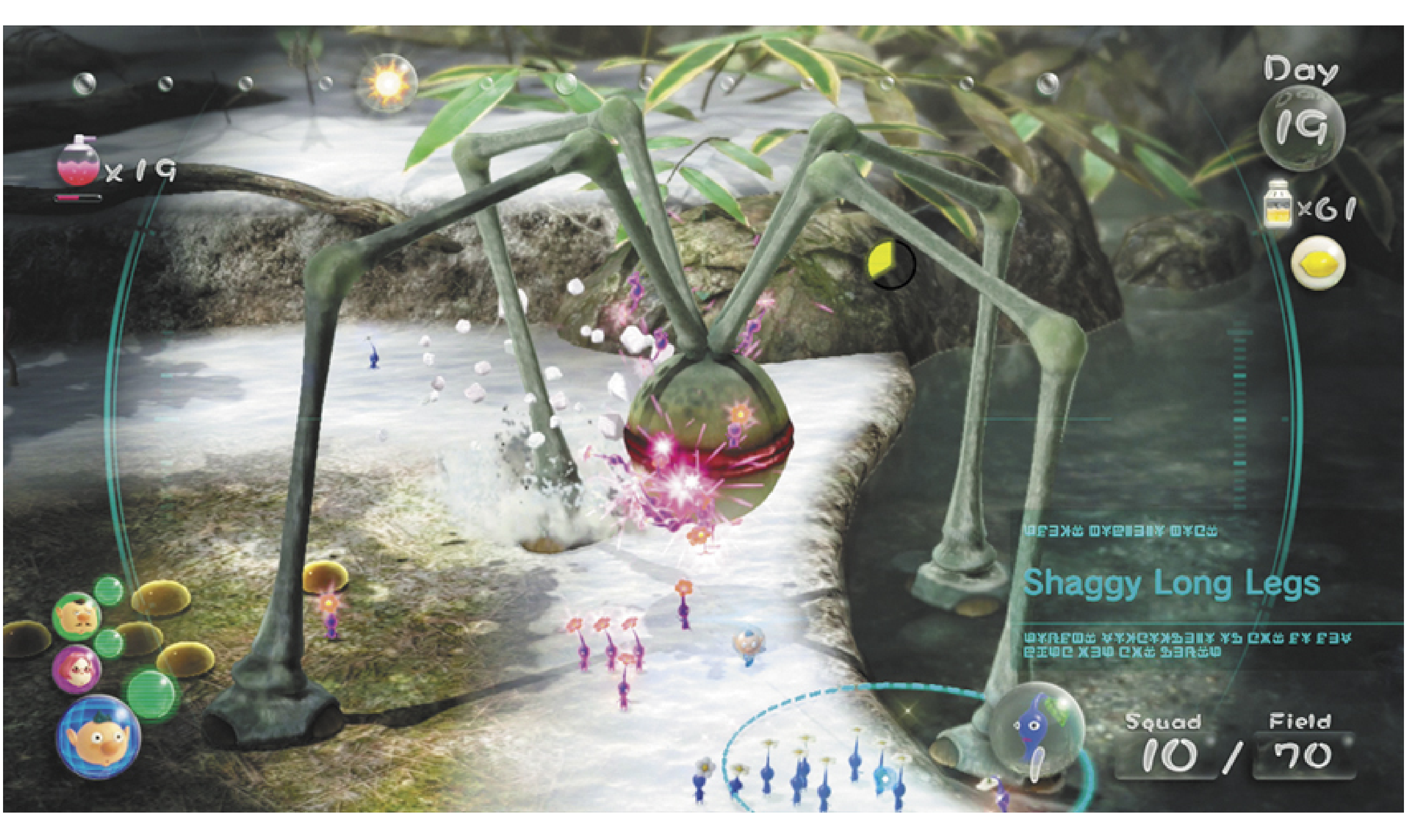
③ Climb out of the water and approach the dirt patch at the center of the enclosure. Throw one Pikmin onto the nearest Nectar Egg to draw a Shaggy Long Legs into the area.



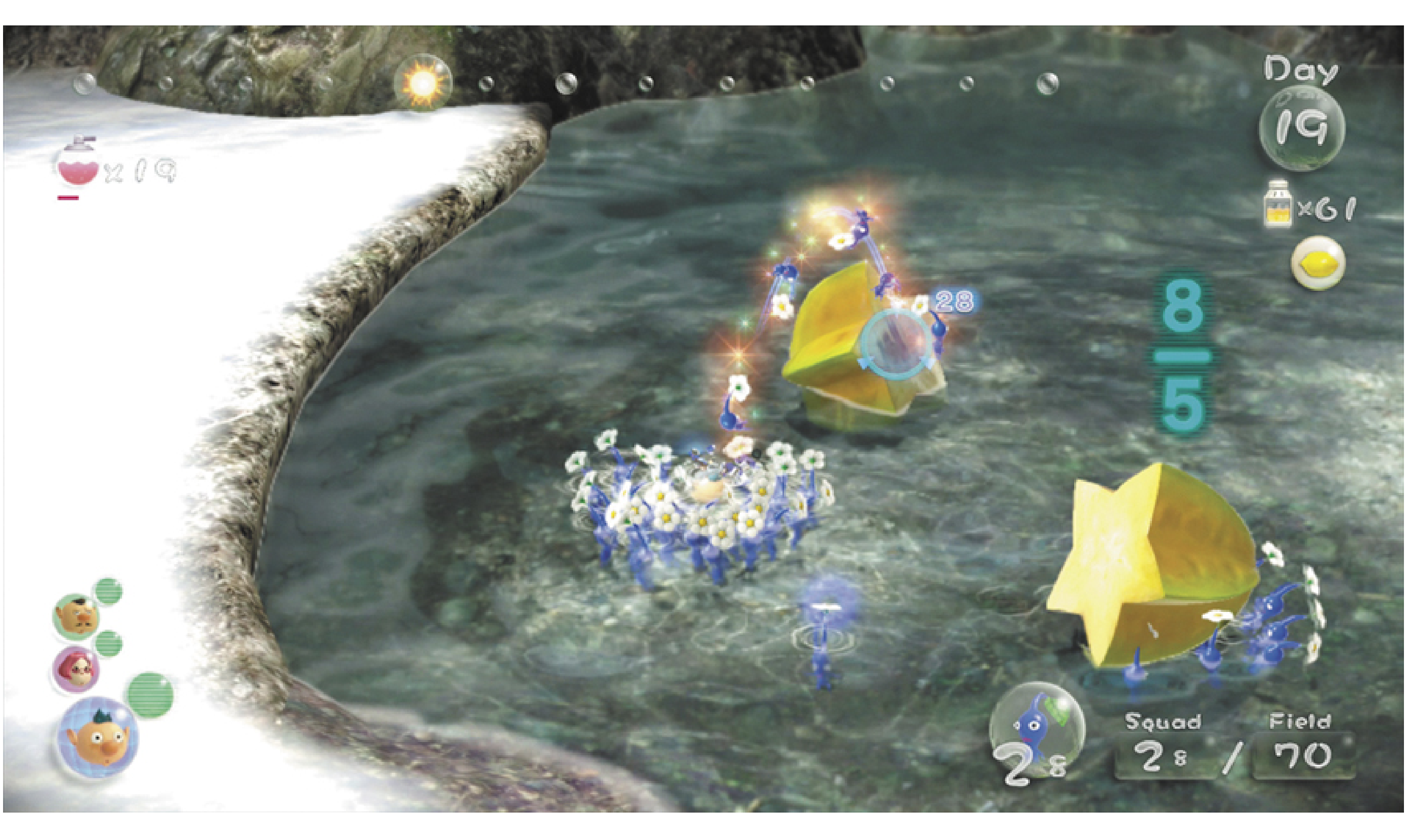
The creature's arrival is likely to knock several of your Pikmin to the ground, so gather your squad as quickly as possible. Use the same tactics you utilized when you faced the Shaggy Long Legs in the Tropical Wilds. Apply a dose of Ultra-Spicy Spray, throw Pikmin on each of the creature's legs, gather them as they're knocked loose, and—above all—keep your squad clear of the creature's stomping feet.



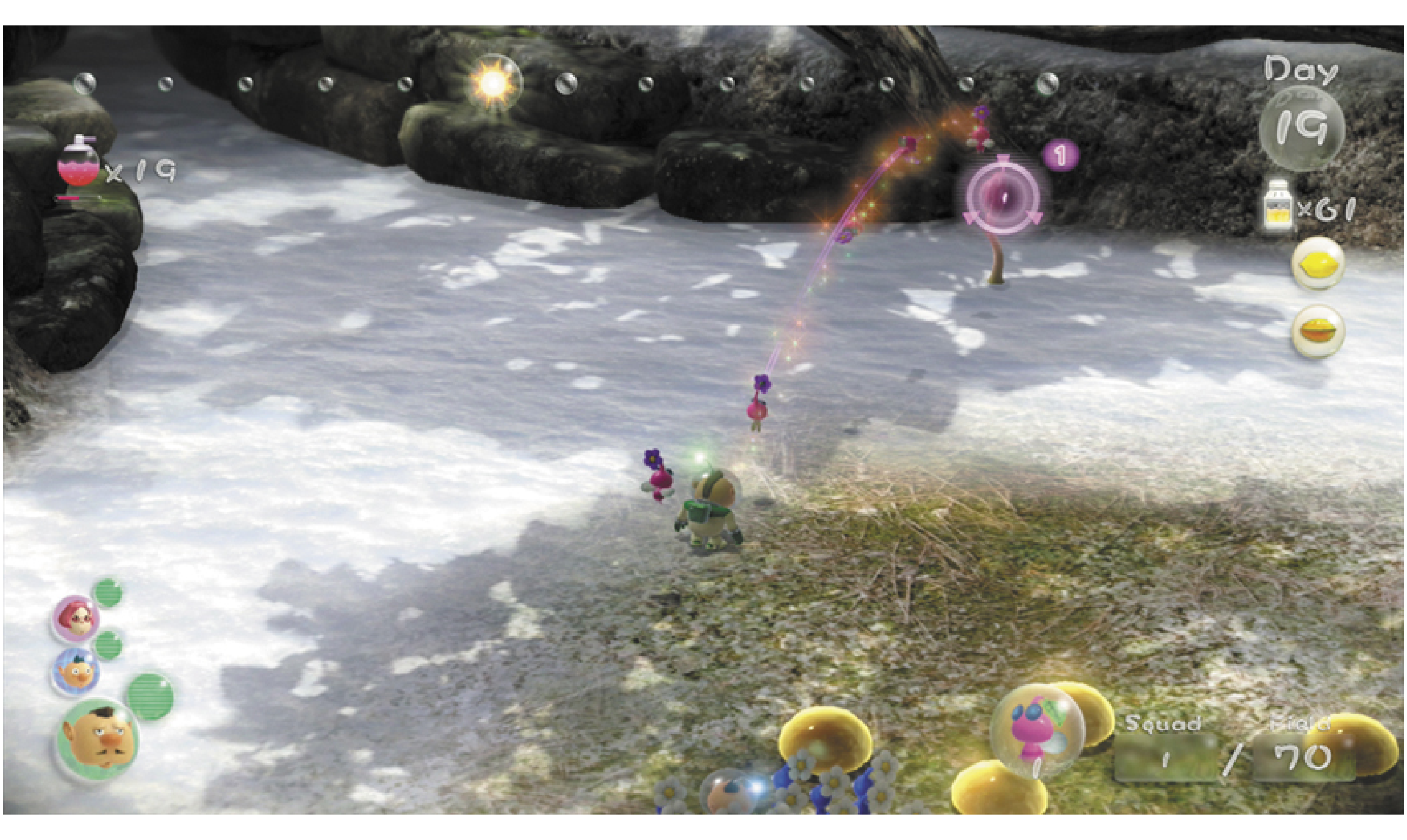
Over the course of the battle, the Shaggy Long Legs moves between the dry ground and the nearby water. Since your squad contains only Blue Pikmin, this shouldn't pose a significant problem. Follow the creature as it moves around the enclosure and maintain your attacks.



After your Pikmin tear out all of the Shaggy Long Legs' hair, it's time to finish the battle. When the Shaggy Long Legs' body is in range, attack it directly. Otherwise, aim for the legs and allow your Pikmin to climb into position.



When you defeat the Shaggy Long Legs, it drops a Stellar Extrusion (starfruit). Round up your squad and assign at least five Pikmin to carry each half of the fruit.



Switch to the crew member you left near the Bamboo Gate. Use your remaining Winged Pikmin to pull the Flukeweeds within the Shaggy Long Legs' enclosure. Now that you've collected all of the area's fruit, spend the rest of the day cultivating Pikmin, collecting Ultra-Spicy Berries, or searching for Data Files. You won't be returning to this area, so make sure you pluck any new sprouts before you leave.

**Progress Report: Day 19**

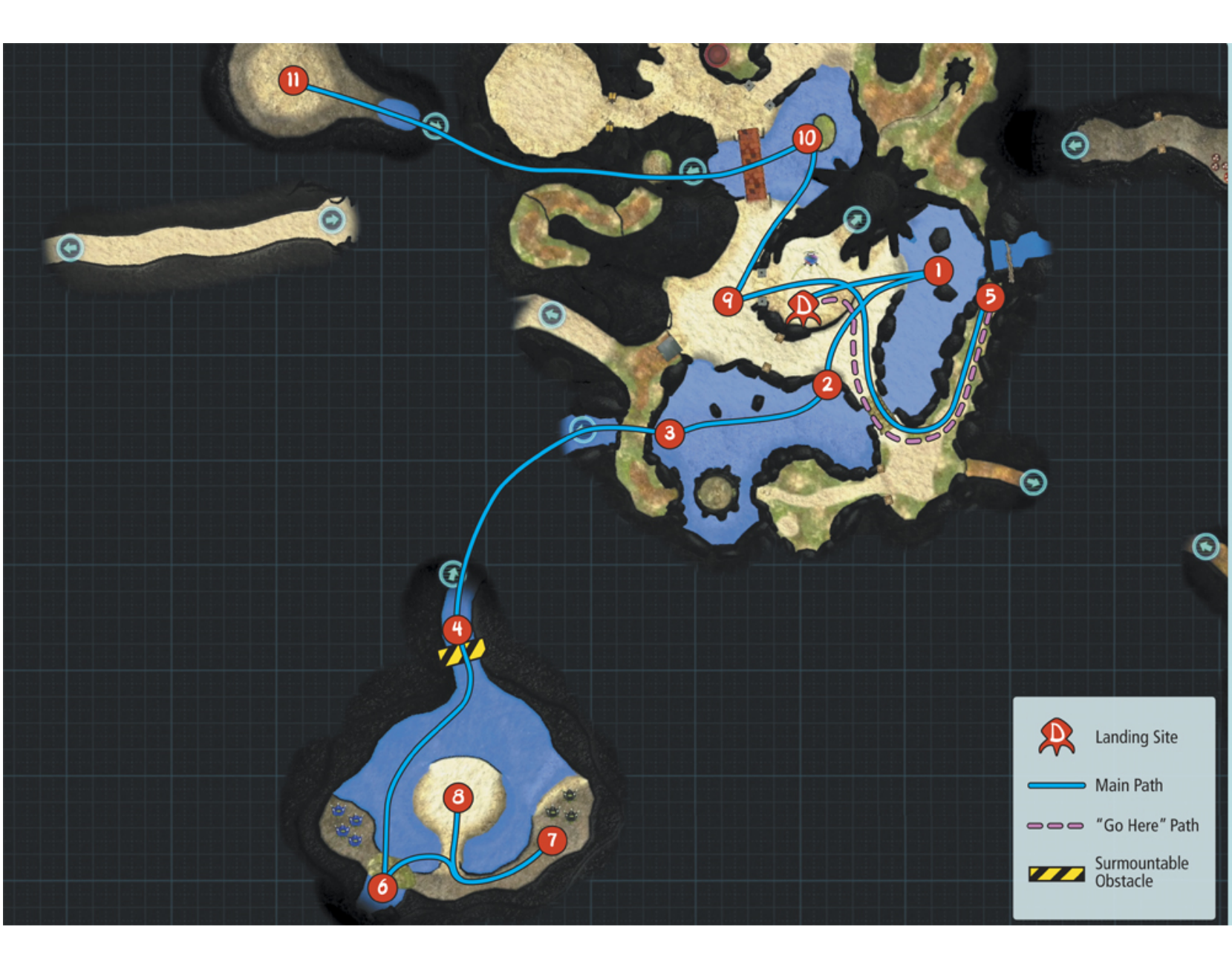
You should have completed the following tasks by the end of Day 19:

- Collect a Face Wrinkler.
- Collect an entire Stellar Extrusion.

Travel to the Tropical Wilds when you're ready to begin Day 20.

Day 20 - Tropical Wilds

# Day 20 - Tropical Wilds



Map: Tropical Wilds

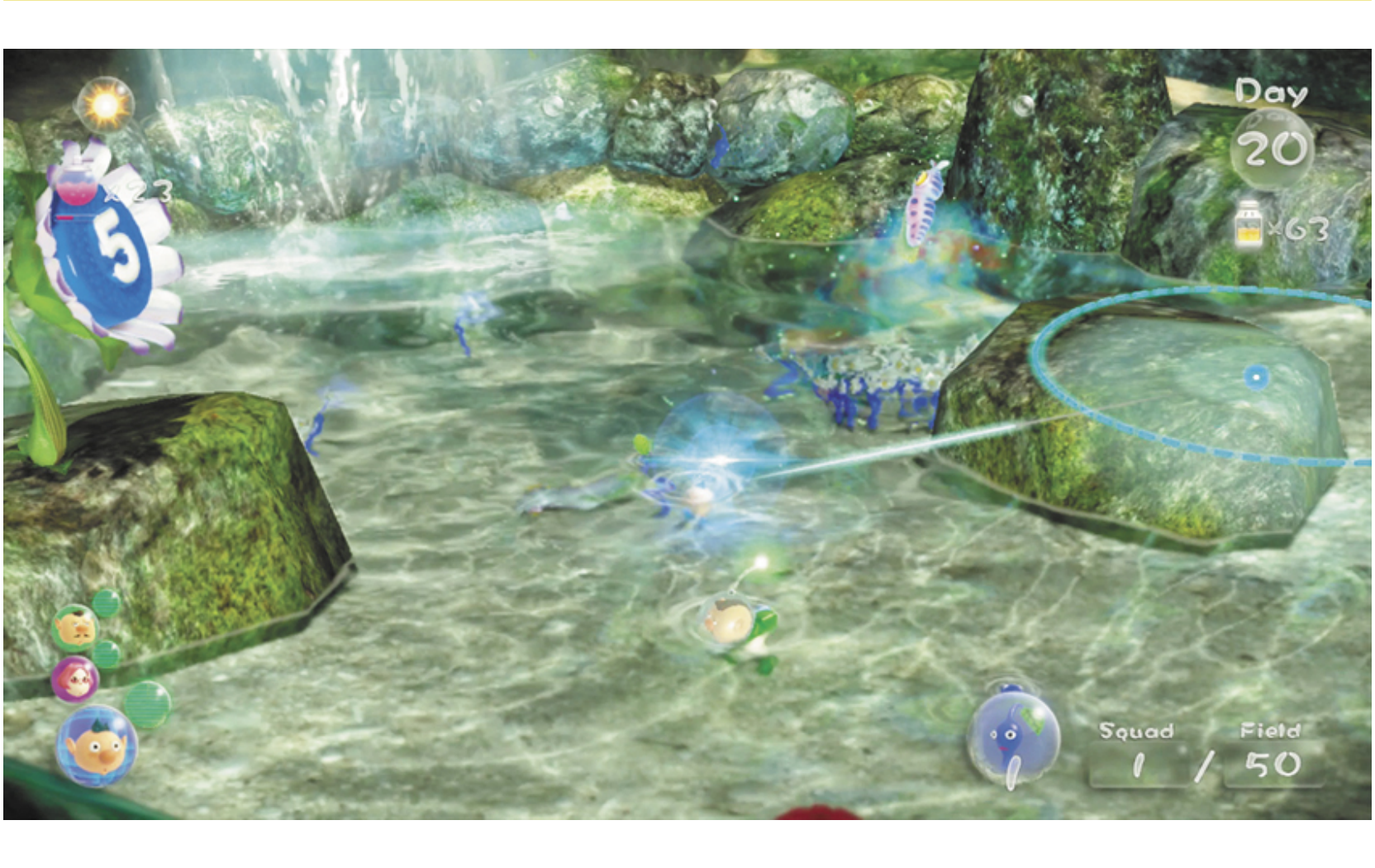
Remaining Juice: 63 canisters

Objectives: Collect some of the area's remaining fruit.

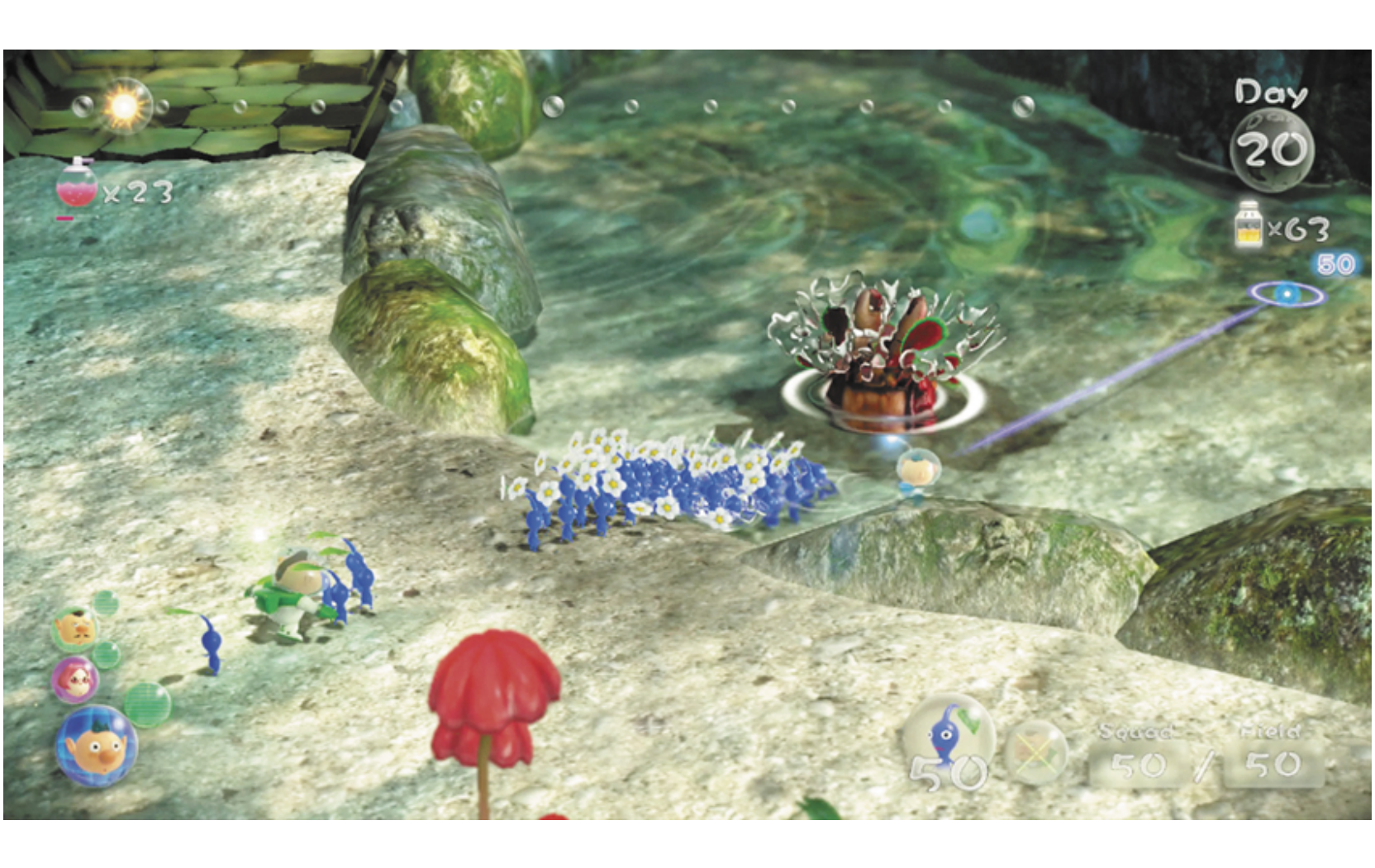
Before you follow the latest signal, use your full complement of Pikmin to gather the fruit you couldn't reach during your last visit to the Tropical Wilds.

**Note**

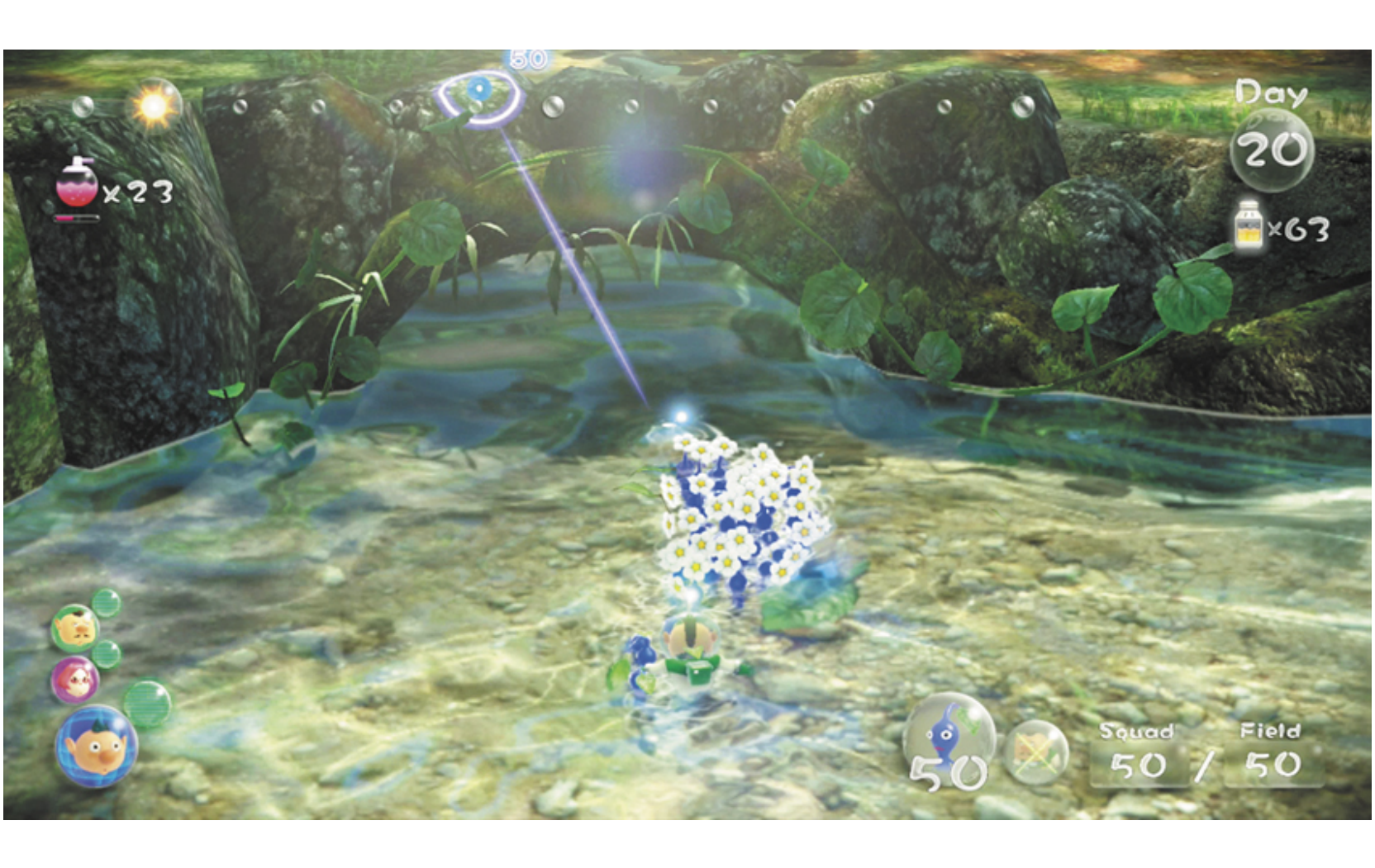
It's fairly difficult to collect all of the remaining fruit in a single day. For the purposes of this walkthrough, the tasks have been divided across two days, allowing plenty of time for optional tasks.



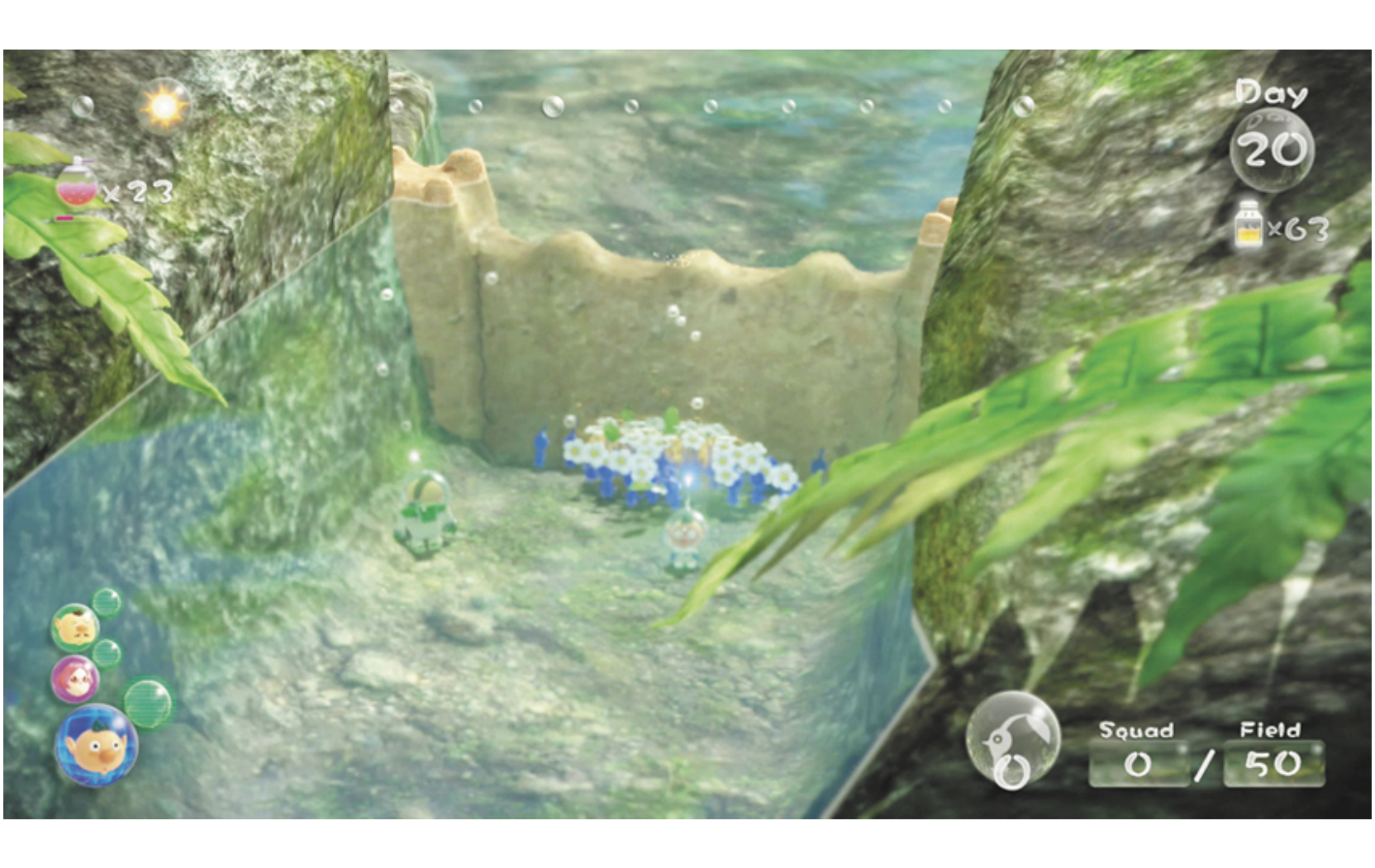
① When the day starts, create a squad consisting of two crew members and 50 Blue Pikmin. Head to the water east of the landing site and use the Blue Pikmin to clear out the three Puckering Blinnows swimming near the waterfall.



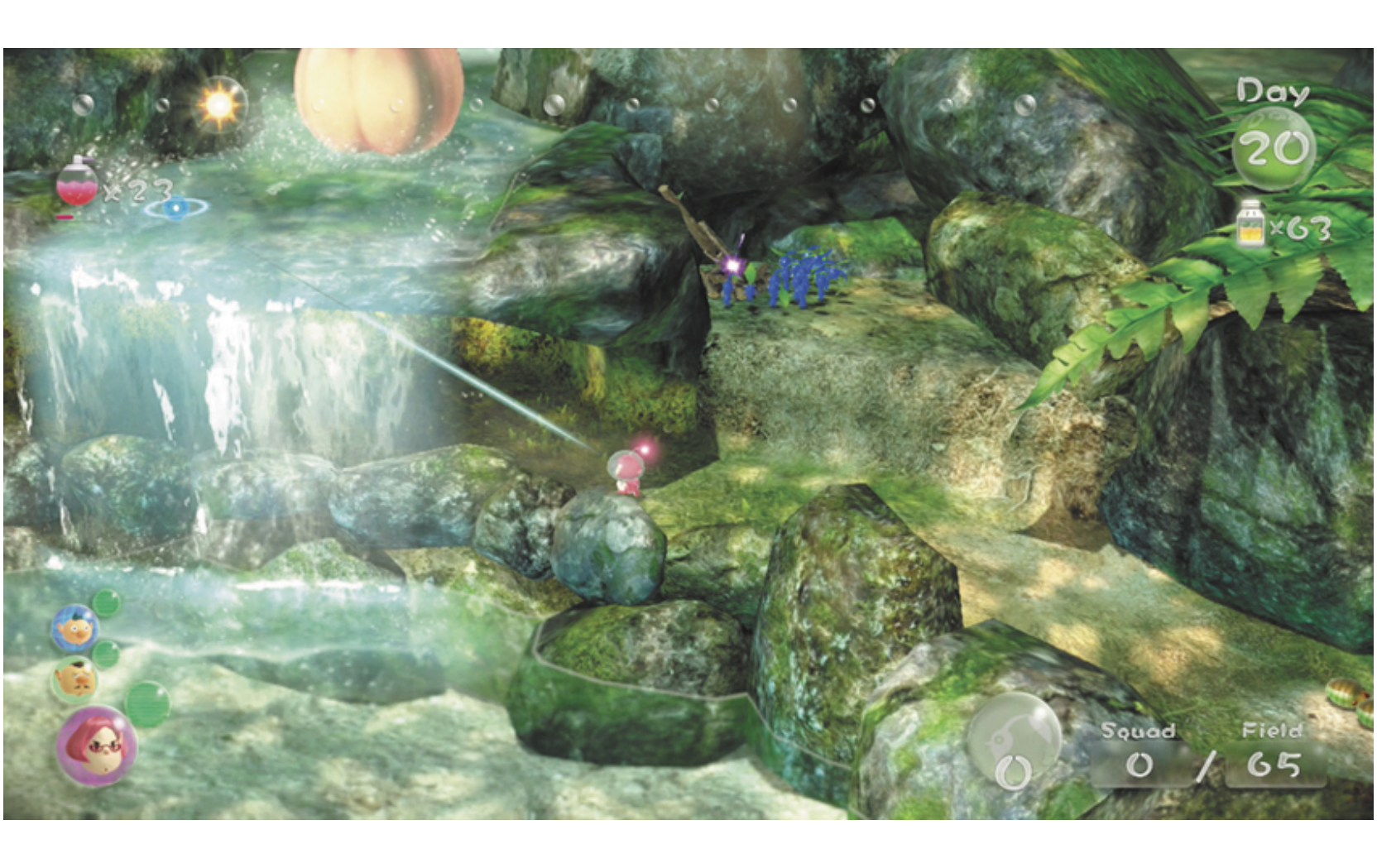
② Gather your squad and move to the Hermit Crawmad hole just south of the landing site. Draw the enemy into the open, keep your squad clear of its lunging attack, then flank the creature and charge it from behind. Gather your Pikmin and explore the water to the west.



③ When you reach the water's west edge, look for the opening in the rocks. Defeat the nearby Skitter Leaf, then lead your squad through the passage and into the next area.



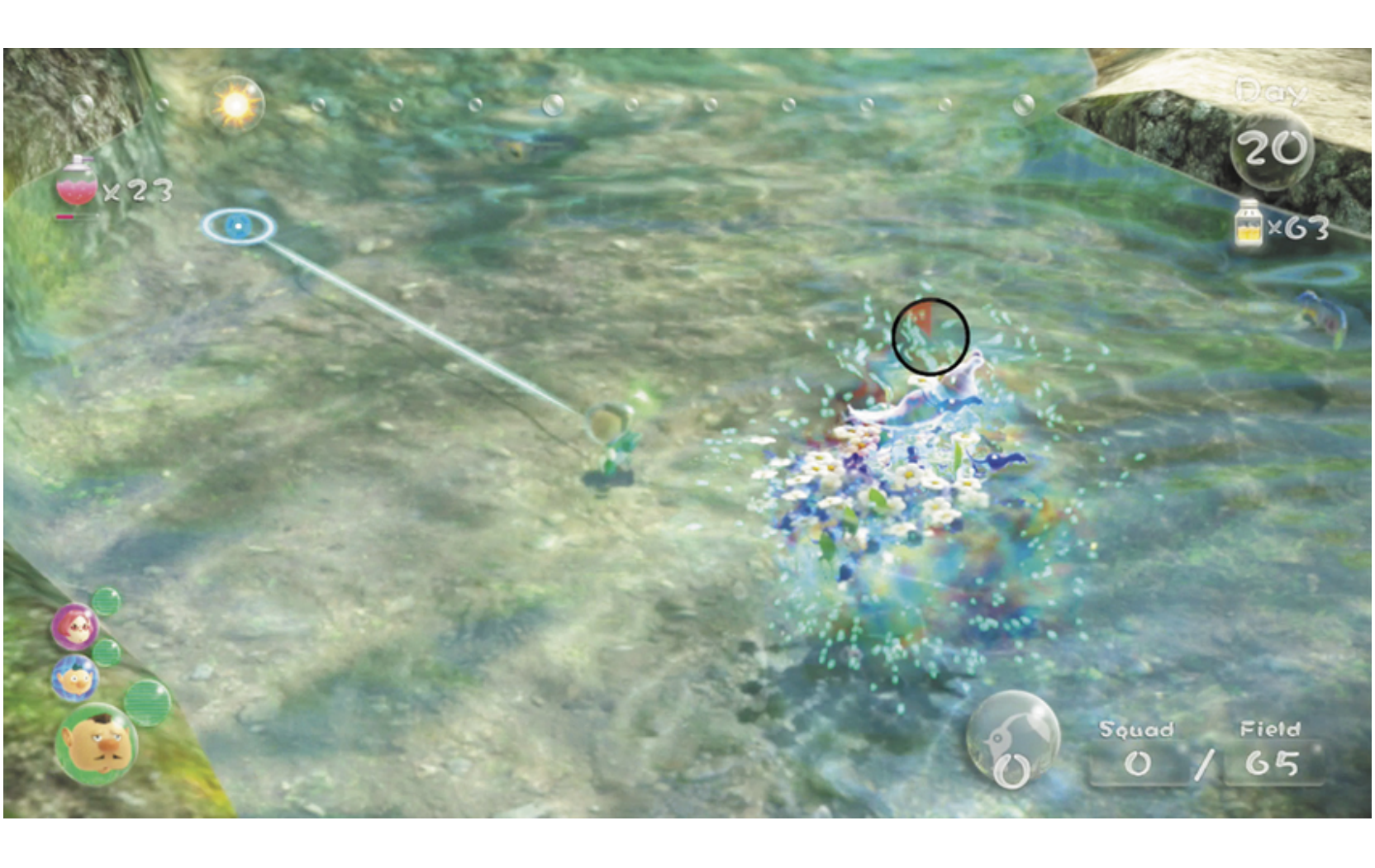
④ When you reach the Dirt Wall, send your squad charging into the obstacle.



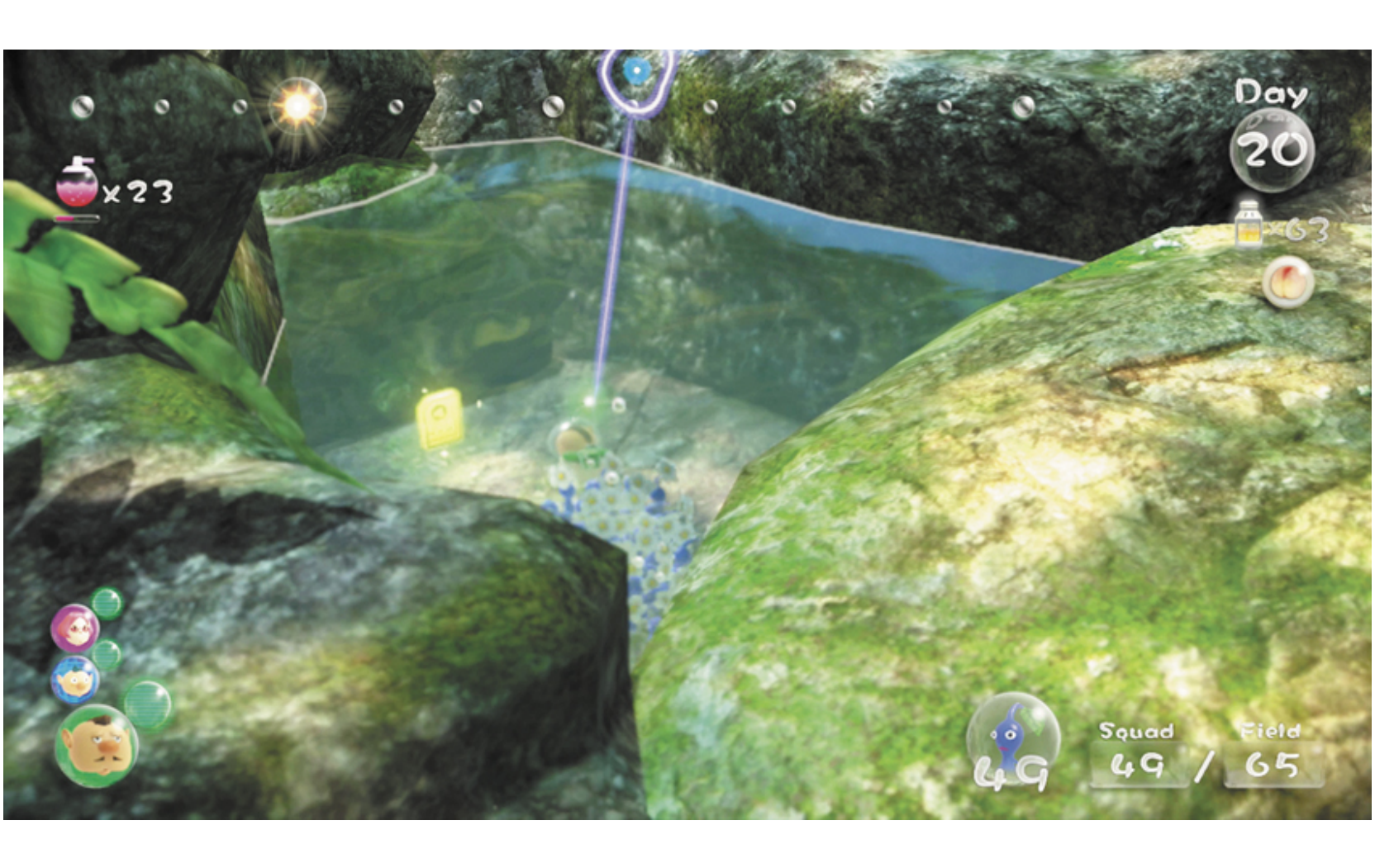
⑤ While the Blue Pikmin tear down the Dirt Wall, switch to the crew member waiting at the landing site and call 15 Blue Pikmin down from the Onion. Lead this small squad across the bridge south of the landing site, then follow the path to the north. When you reach the waterfall, toss all of your Pikmin up to the nearby Climbing Stick. When the Blue Pikmin finish working, they'll automatically transport the Mock Bottom (peach) sitting at the top of the waterfall.

**Tip**

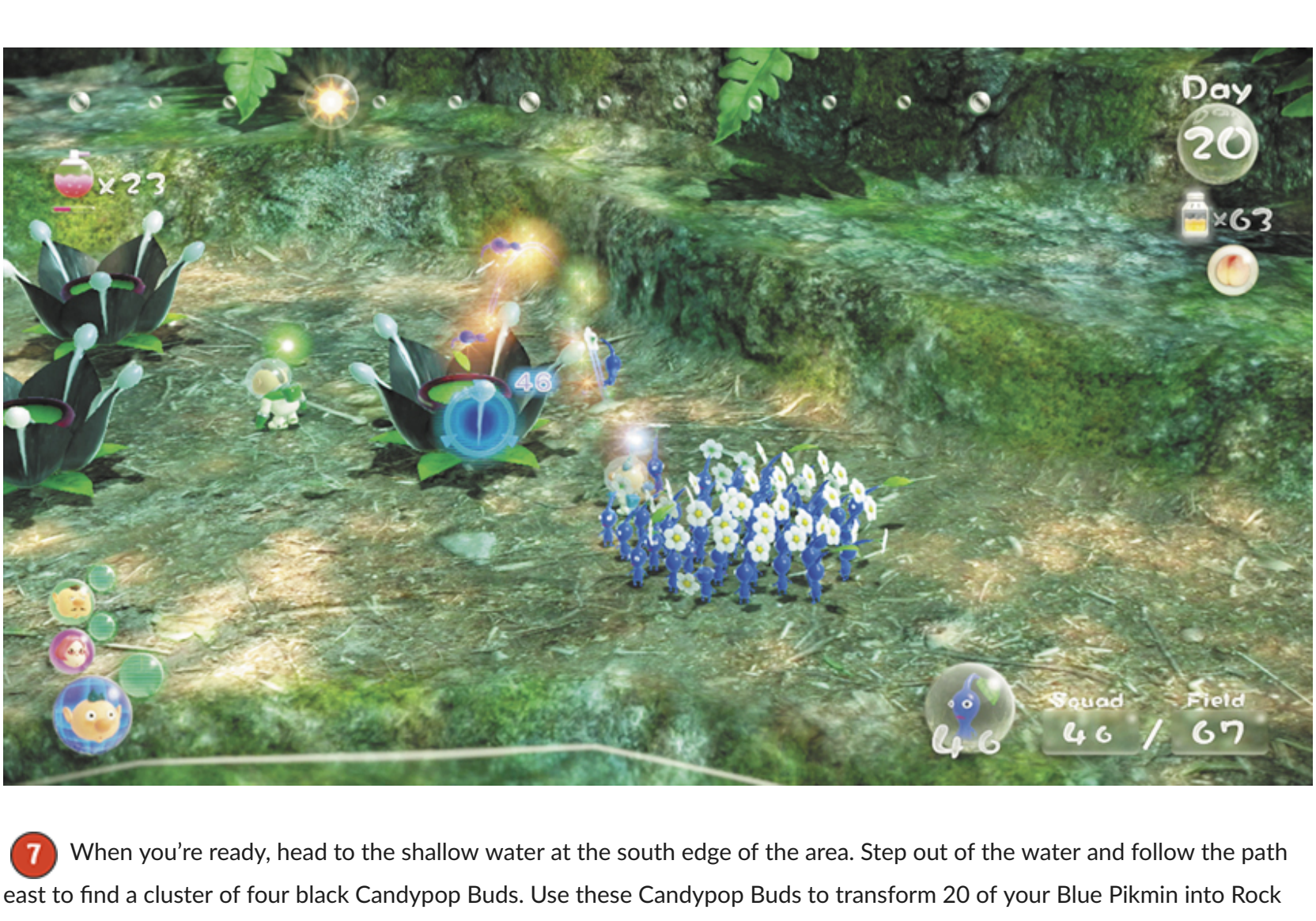
If you spot the Swarming Sheargrubs that patrol the area, chase them off before you send your Blue Pikmin up to the Mock Bottom.



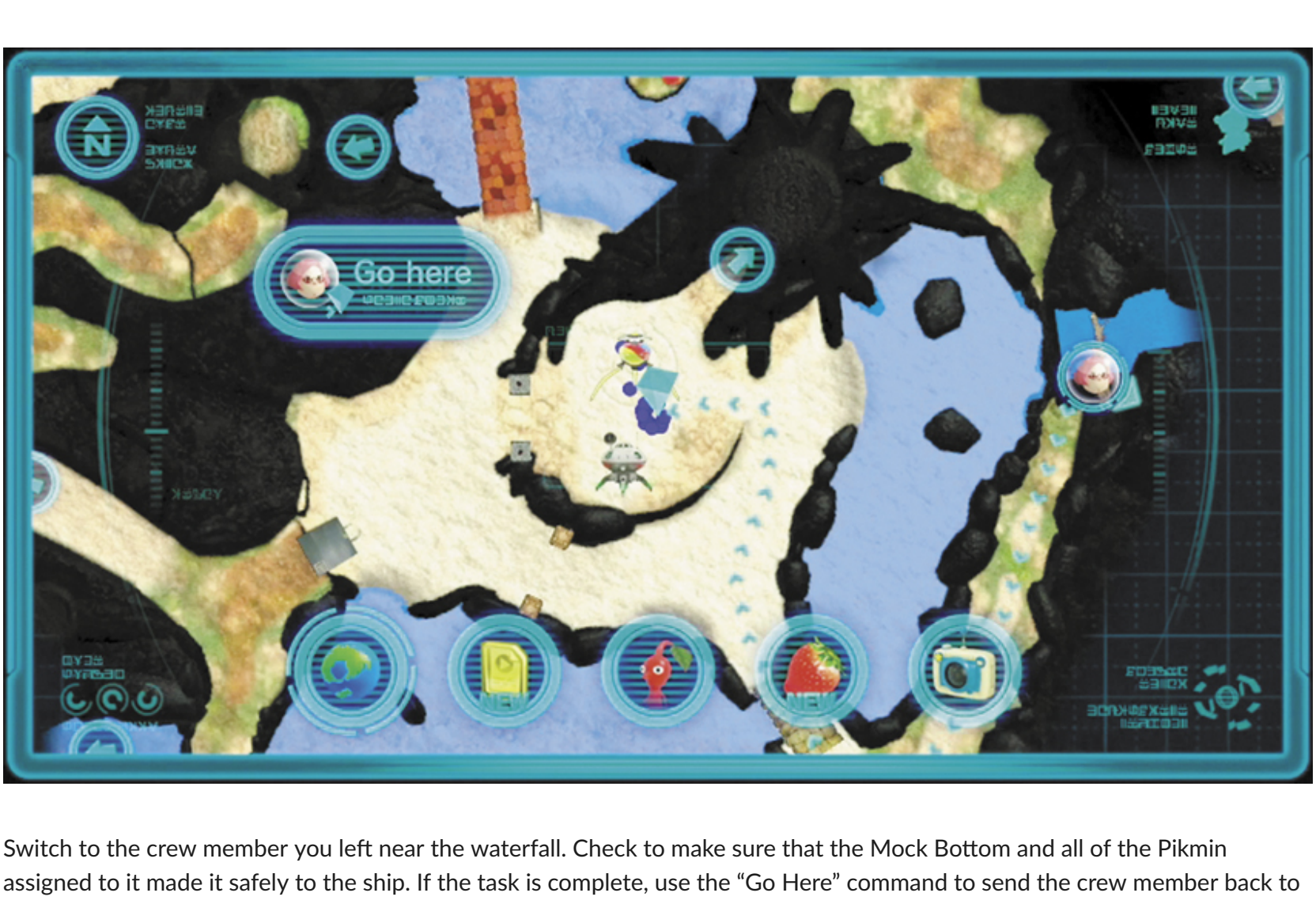
As your Pikmin extend the Climbing Stick, switch back to the squad you left at the Dirt Wall. The obstacle should be destroyed by now. Gather you squad and step through the opening. Clear out the four Puckering Blinnows swimming in the enclosure.



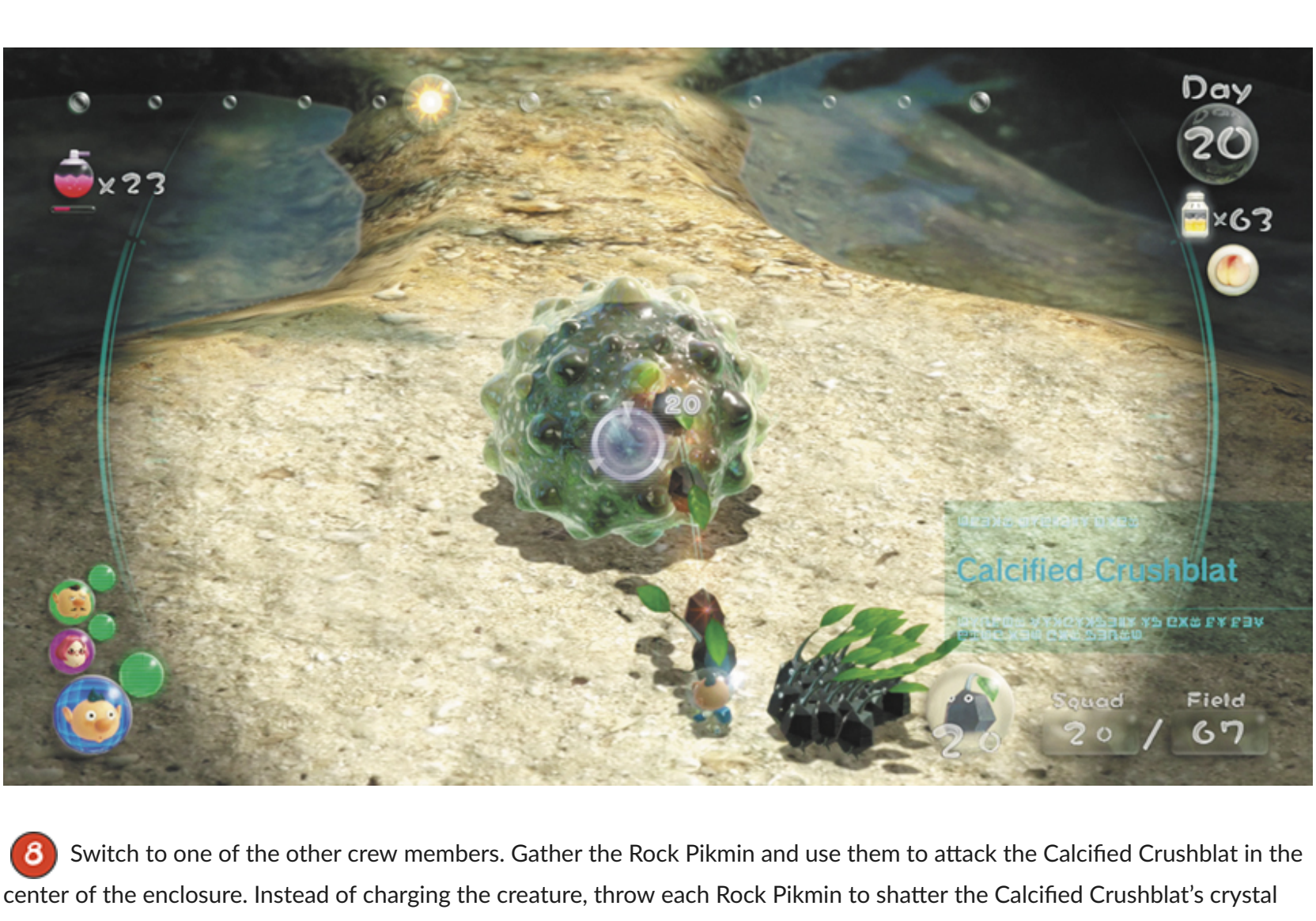
⑥ Before you leave the water, explore the area in the southwest section of the enclosure. Pass under the rocky path to find a Data File in a small cove at the edge of the area.



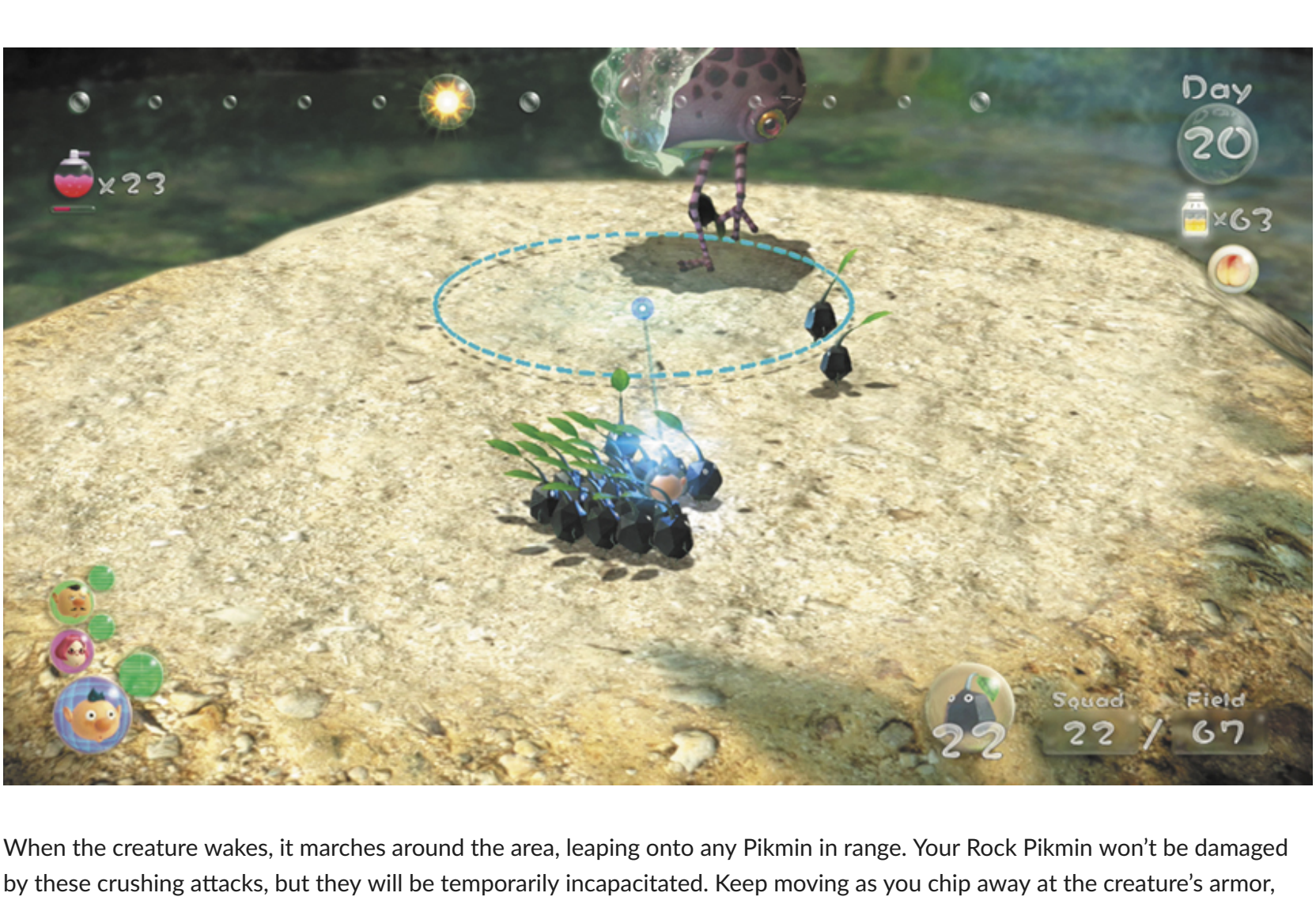
⑦ When you're ready, head to the shallow water at the south edge of the area. Step out of the water and follow the path east to find a cluster of four black Candypop Buds. Use these Candypop Buds to transform 20 of your Blue Pikmin into Rock Pikmin. Pluck the new sprouts, then dismiss the squad to divide the Pikmin by type.



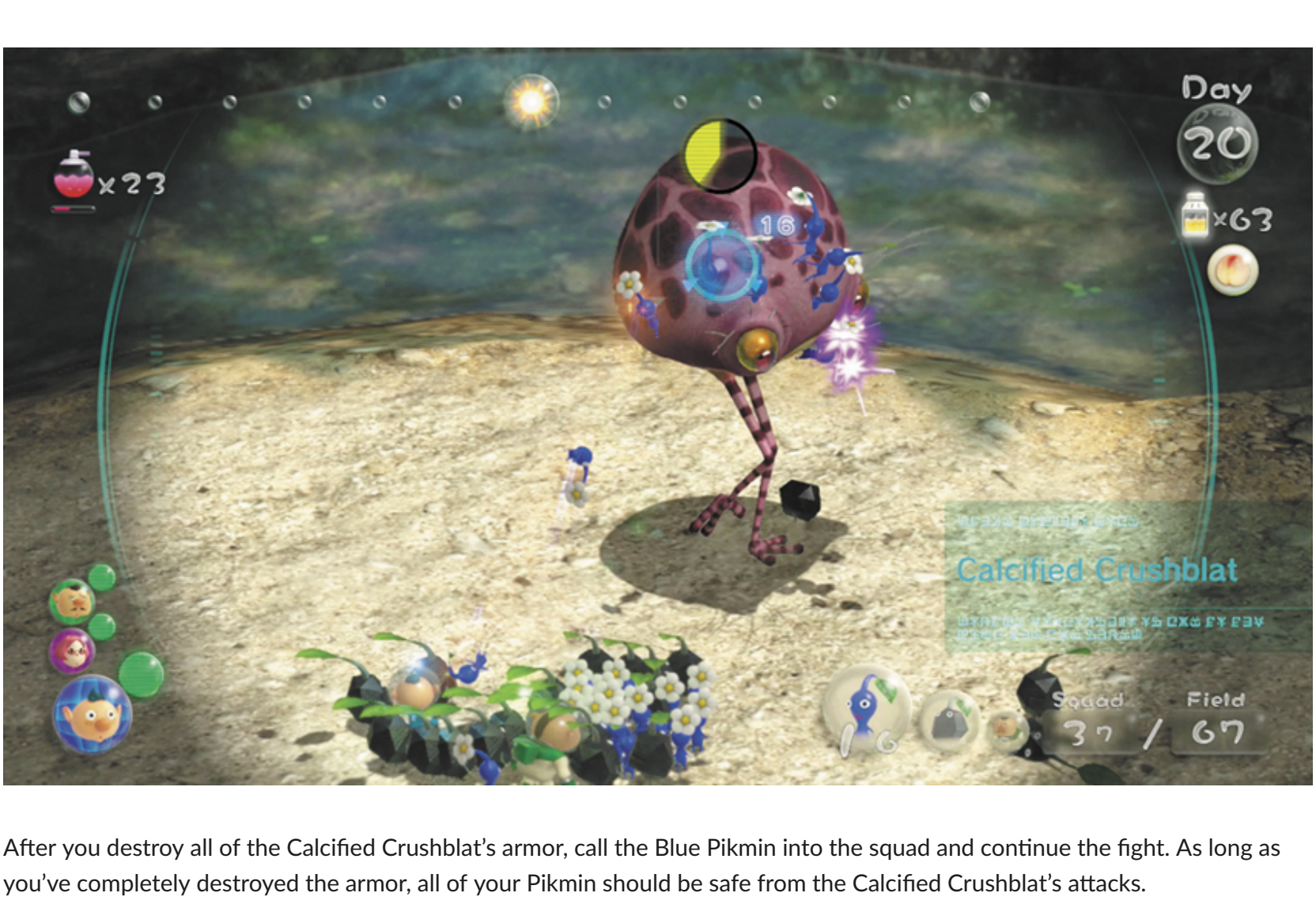
Switch to the crew member you left near the waterfall. Check to make sure that the Mock Bottom and all of the Pikmin assigned to it made it safely to the ship. If the task is complete, use the "Go Here" command to send the crew member back to the landing site.



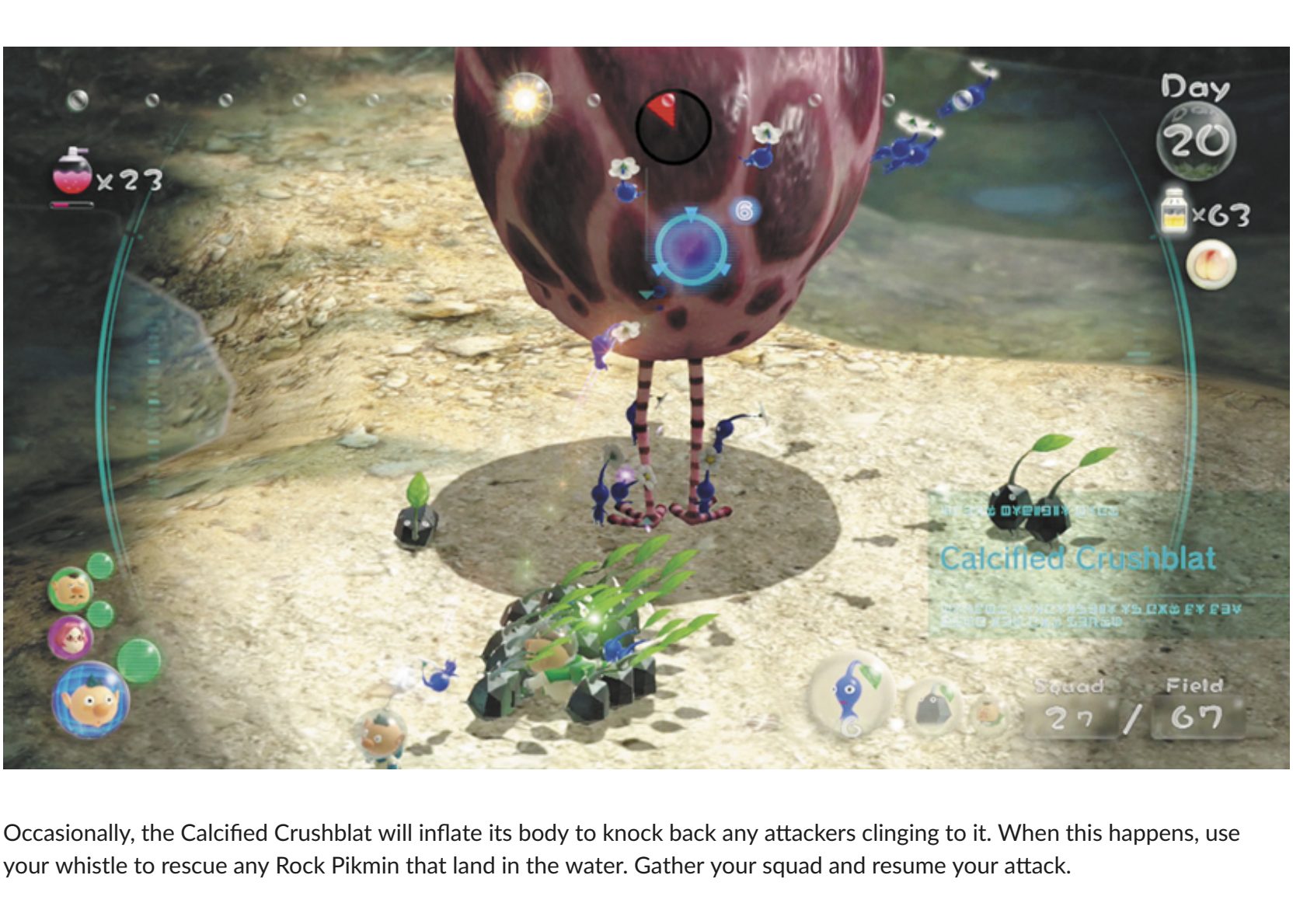
⑧ Switch to one of the other crew members. Gather the Rock Pikmin and use them to attack the Calcified Crushblat in the center of the enclosure. Instead of charging the creature, throw each Rock Pikmin to shatter the Calcified Crushblat's crystal armor as quickly as possible.



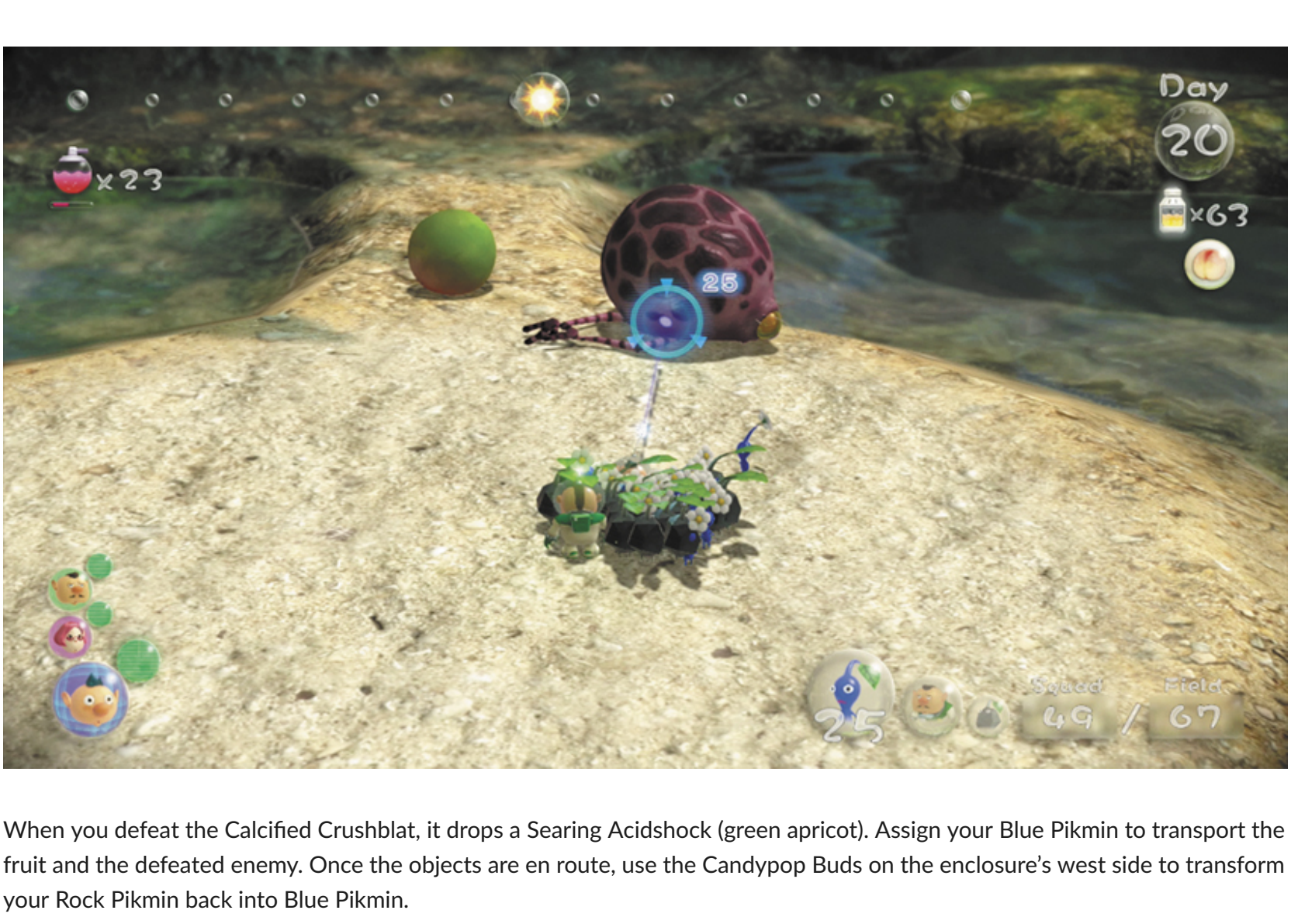
When the creature wakes, it marches around the area, leaping onto any Pikmin in range. Your Rock Pikmin won't be damaged by these crushing attacks, but they will be temporarily incapacitated. Keep moving as you chip away at the creature's armor, and try not to let any of your Pikmin bounce into the water.



After you destroy all of the Calcified Crushblat's armor, call the Blue Pikmin into the squad and continue the fight. As long as you've completely destroyed the armor, all of your Pikmin should be safe from the Calcified Crushblat's attacks.



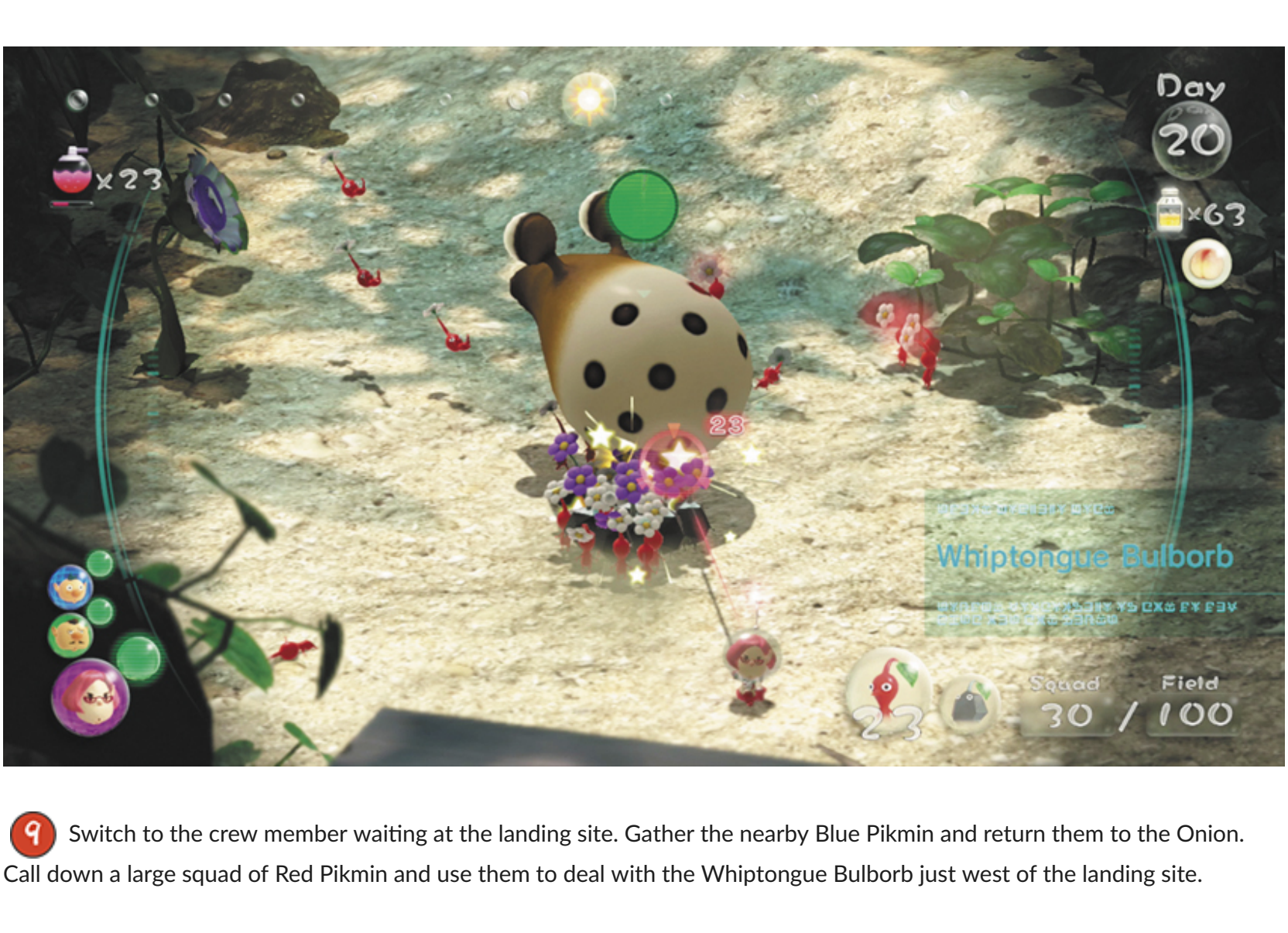
Occasionally, the Calcified Crushblat will inflate its body to knock back any attackers clinging to it. When this happens, use your whistle to rescue any Rock Pikmin that land in the water. Gather your squad and resume your attack.



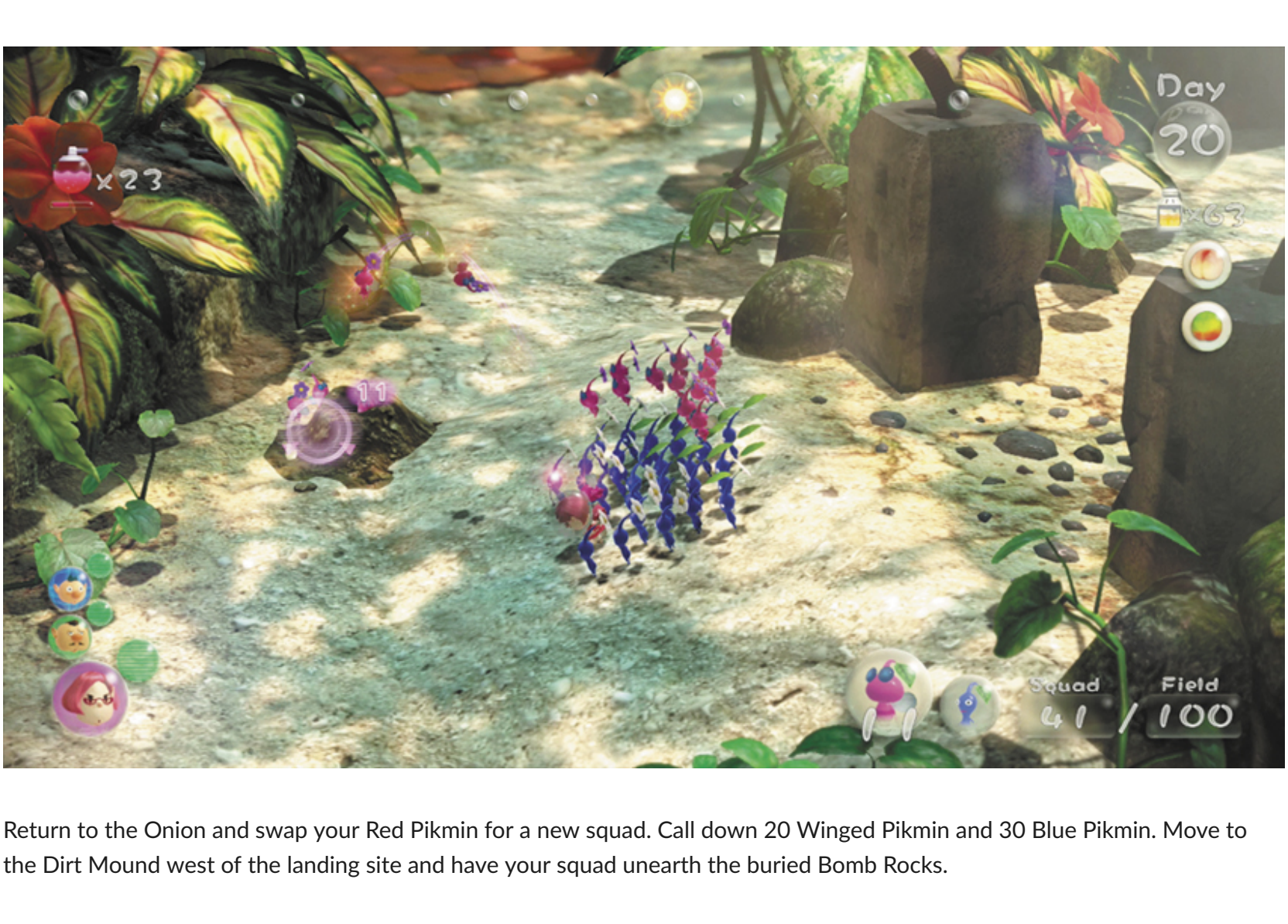
When you defeat the Calcified Crushblat, it drops a Searing Acidshock (green apricot). Assign your Blue Pikmin to transport the fruit and the defeated enemy. Once the objects are en route, use the Candypop Buds on the enclosure's west side to transform your Rock Pikmin back into Blue Pikmin.

**Tip**

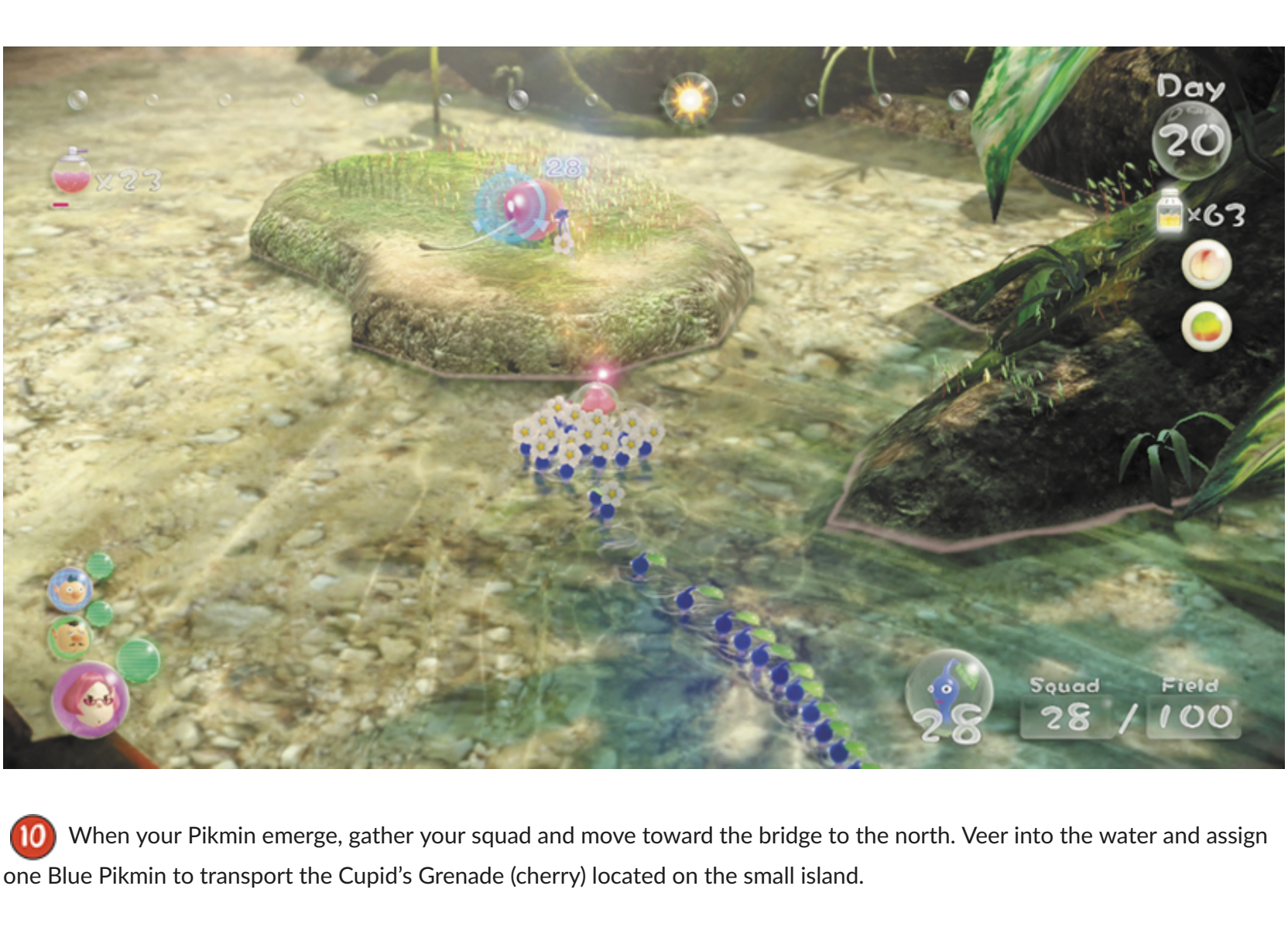
If you'd rather keep the Rock Pikmin, keep them in the squad and remain in the enclosure until the day ends.



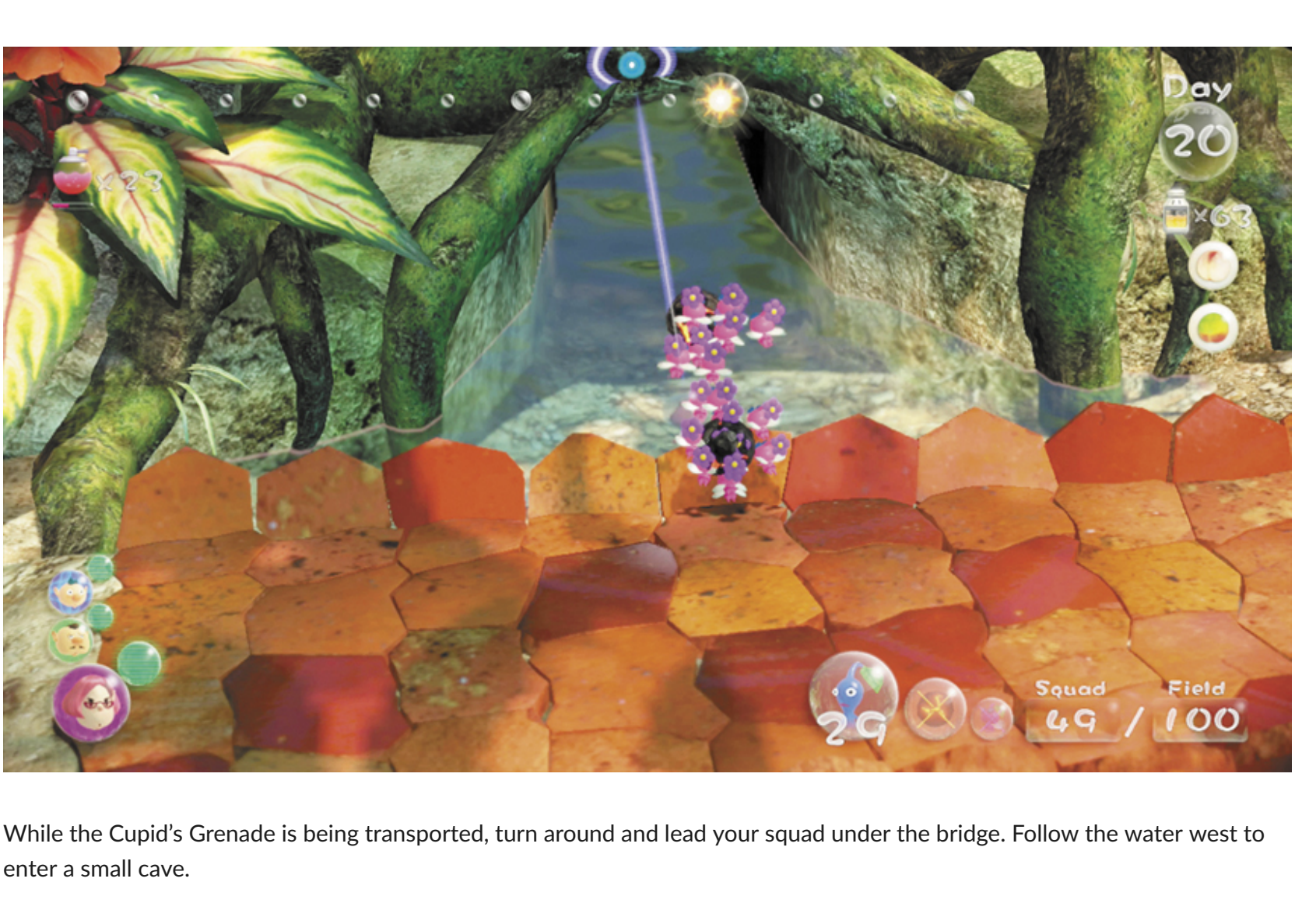
⑨ Switch to the crew member waiting at the landing site. Gather the nearby Blue Pikmin and return them to the Onion. Call down a large squad of Red Pikmin and use them to deal with the Whiptongue Bulborb just west of the landing site.



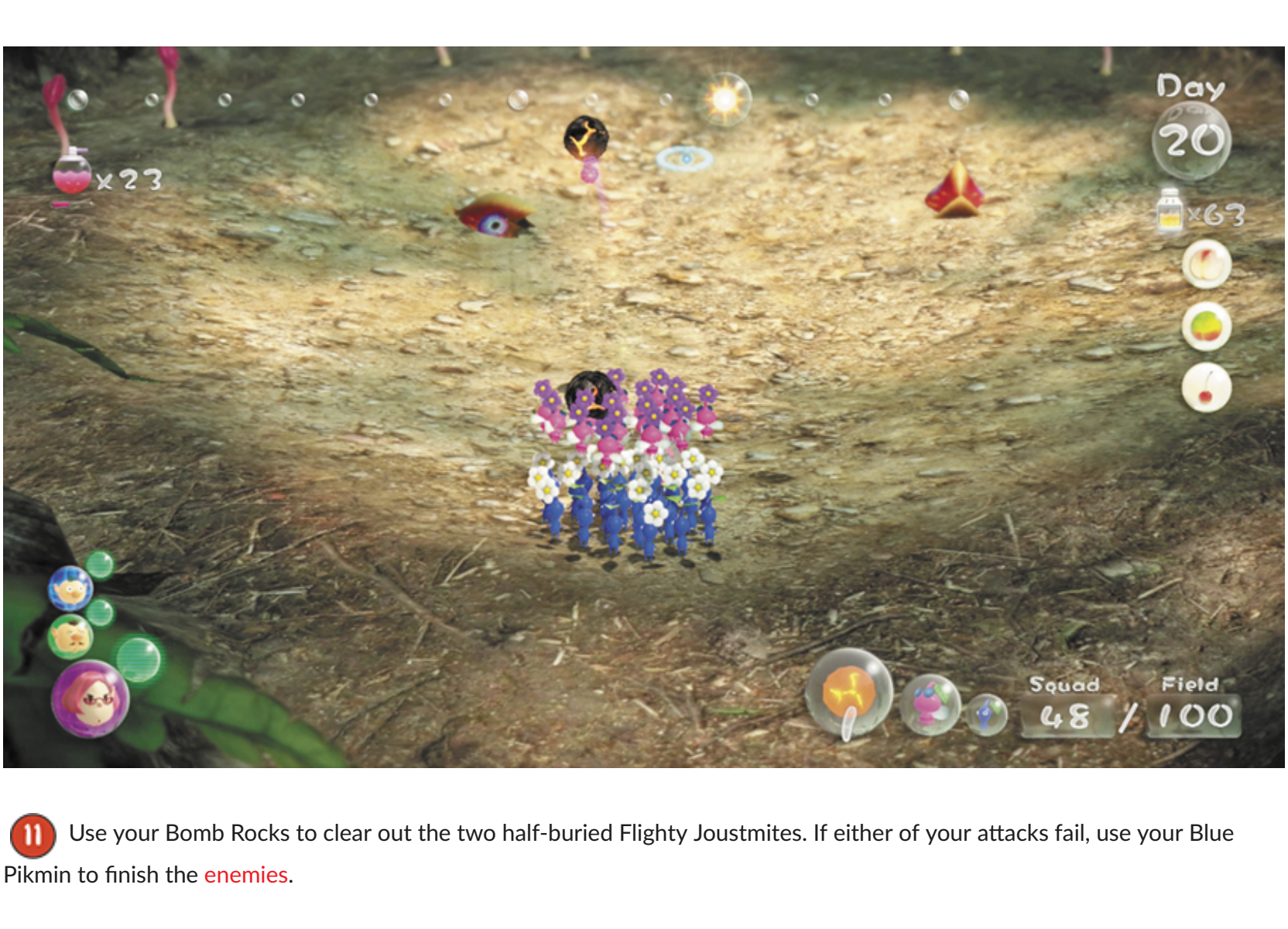
Return to the Onion and swap your Red Pikmin for a new squad. Call down 20 Winged Pikmin and 30 Blue Pikmin. Move to the Dirt Mound west of the landing site and have your squad unearth the buried Bomb Rocks.



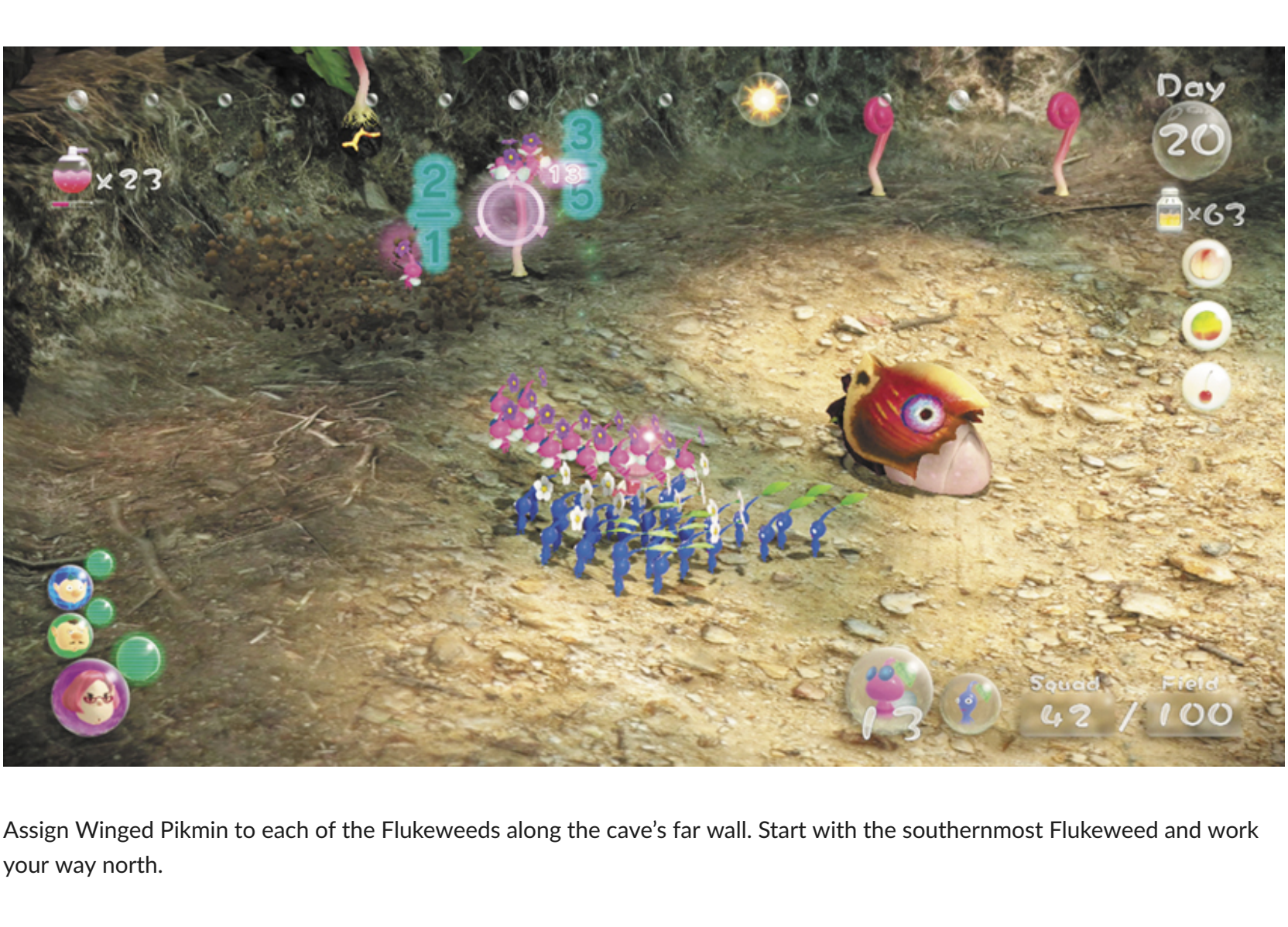
⑩ When your Pikmin emerge, gather your squad and move toward the bridge to the north. Veer into the water and assign one Blue Pikmin to transport the Cupid's Grenade (cherry) located on the small island.



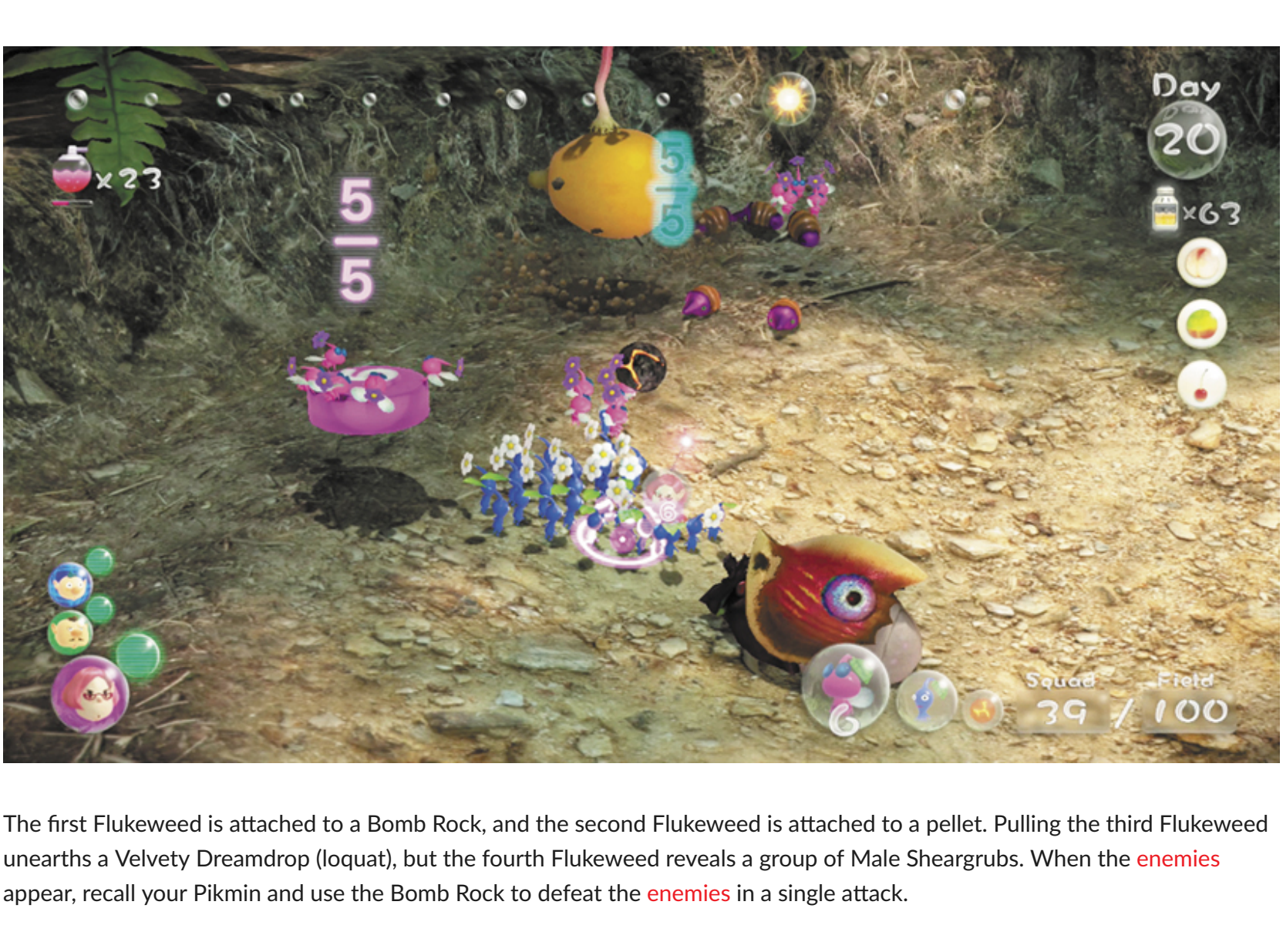
While the Cupid's Grenade is being transported, turn around and lead your squad under the bridge. Follow the water west to enter a small cave.



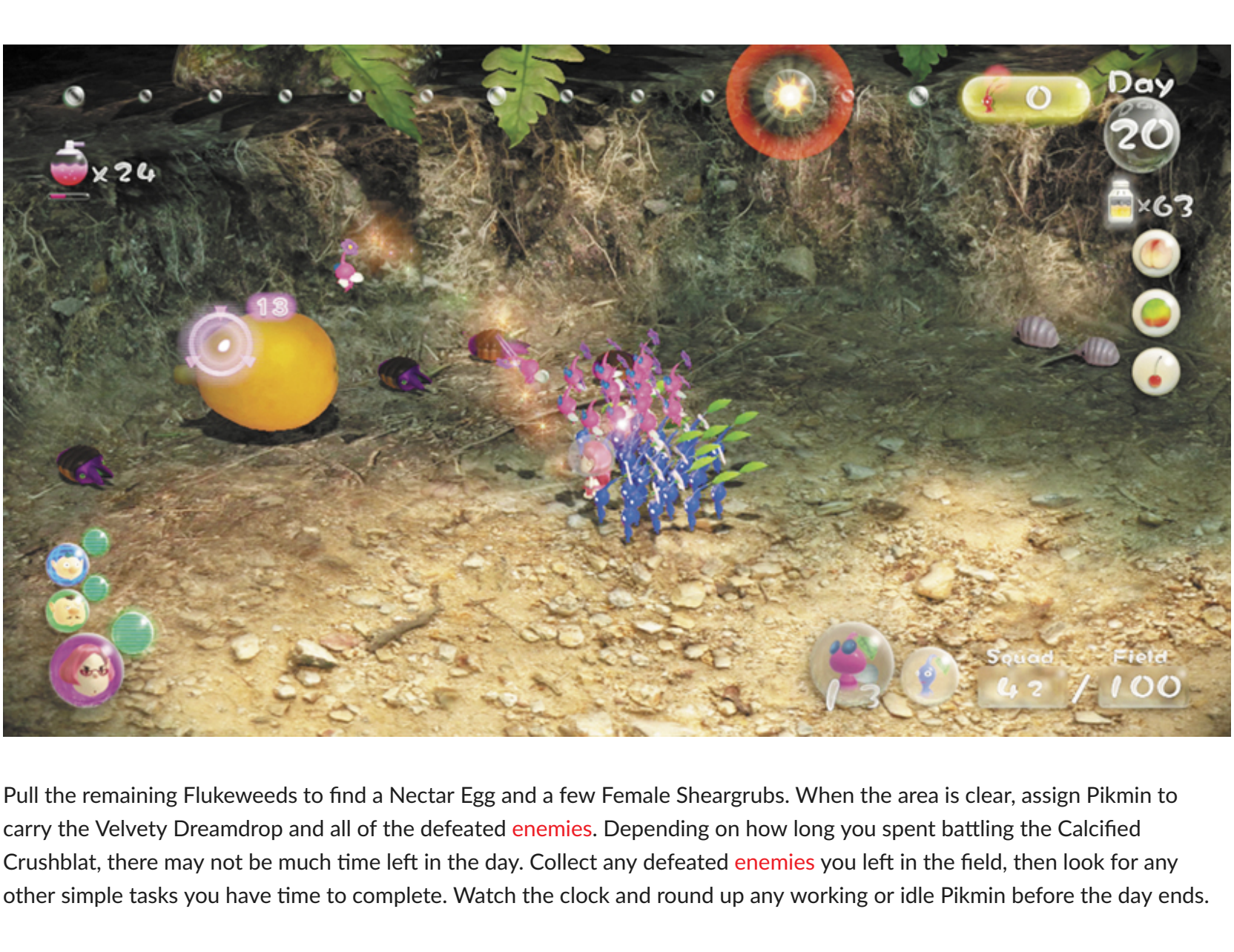
⑪ Use your Bomb Rocks to clear out the two half-buried Flighty Joustmites. If either of your attacks fail, use your Blue Pikmin to finish the enemies.



Assign Winged Pikmin to each of the Flukeweeds along the cave's far wall. Start with the southernmost Flukeweed and work your way north.



The first Flukeweed is attached to a Bomb Rock, and the second Flukeweed is attached to a pellet. Pulling the third Flukeweed unearths a Velvety Dreamdrop (loquat), but the fourth Flukeweed reveals a group of Male Sheargrubs. When the enemies appear, recall your Pikmin and use the Bomb Rock to defeat the enemies in a single attack.



Pull the remaining Flukeweeds to find a Nectar Egg and a few Female Sheargrubs. When the area is clear, assign Pikmin to carry the Velvety Dreamdrop and all of the defeated enemies. Depending on how long you spent battling the Calcified Crushblat, there may not be much time left in the day. Collect any defeated enemies you left in the field, then look for any other simple tasks you have time to complete. Watch the clock and round up any working or idle Pikmin before the day ends.

**Progress Report: Day 20**

Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 20:

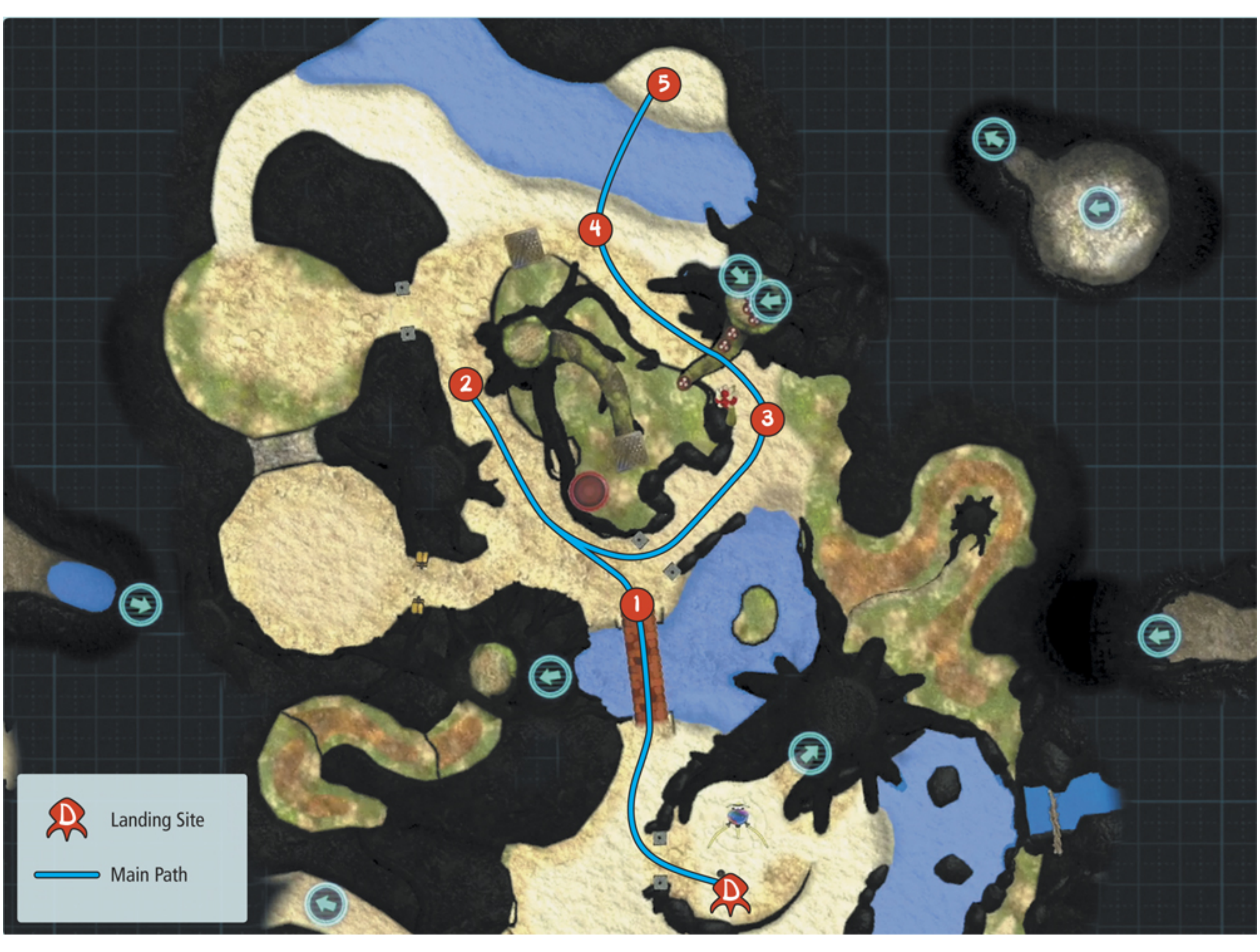
- Collect a Mock Bottom.
- Collect a Searing Acidshock.
- Collect a Cupid's Grenade.
- Collect a Velvety Dreamdrop.

If you left any of these tasks unfinished, make sure you complete them on the following day.

Return to the Tropical Wilds when you're ready to begin Day 21.

Day 21 - Tropical Wilds

# Day 21 - Tropical Wilds

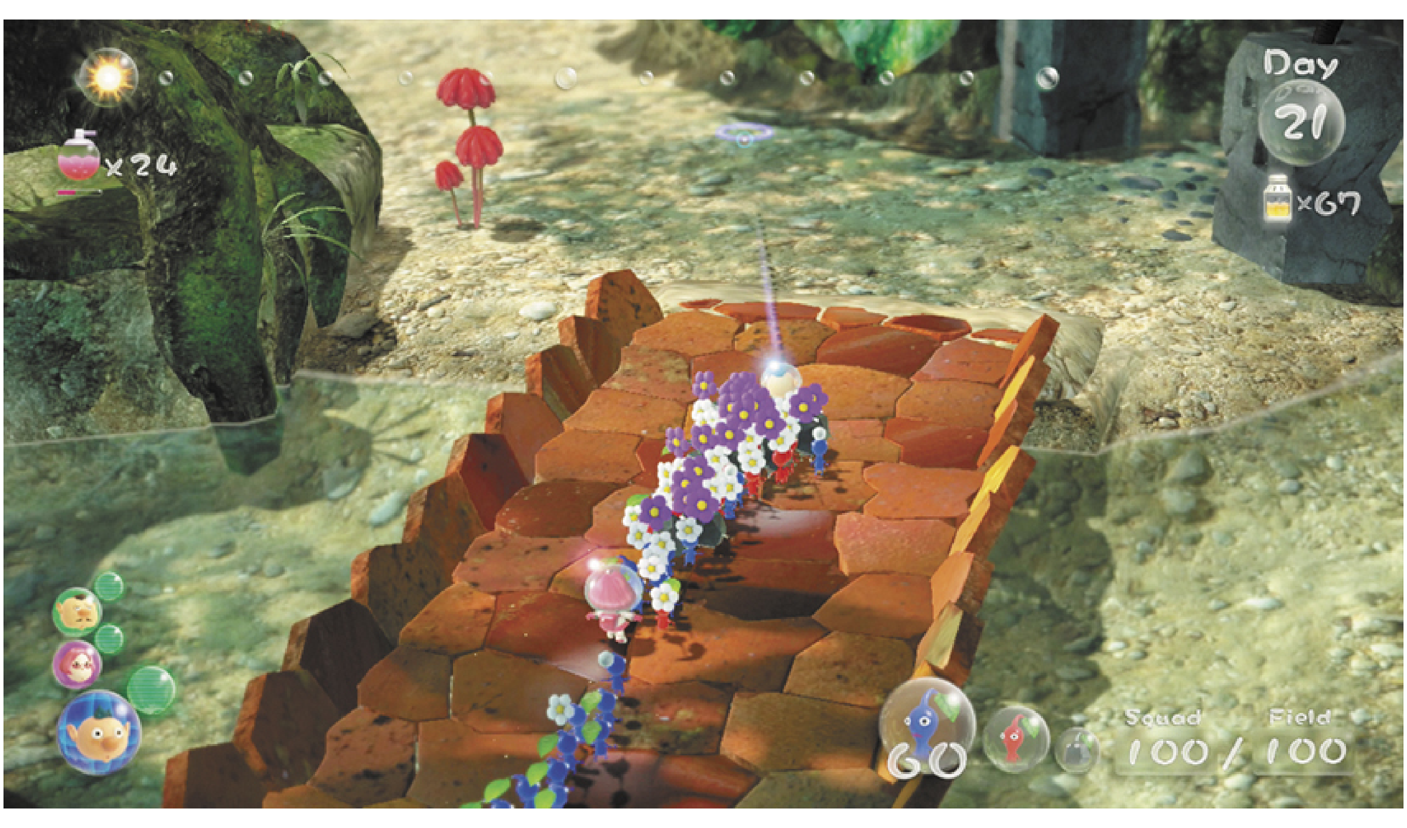

5
4
2
3
1
Landing Site
Main Path

Map: Tropical Wilds

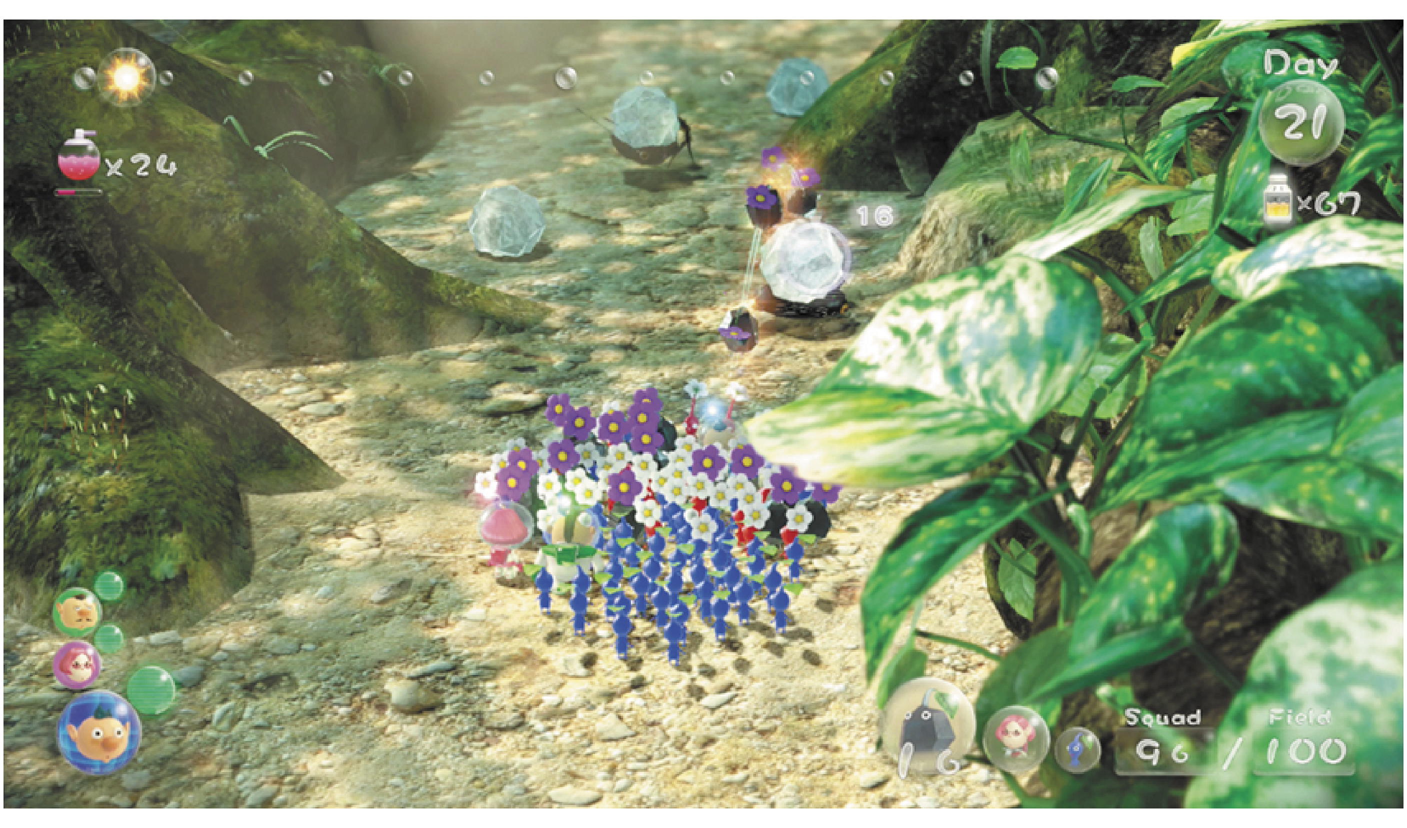
Remaining Juice: 67 canisters

Objectives: Collect the last of the area's fruit.

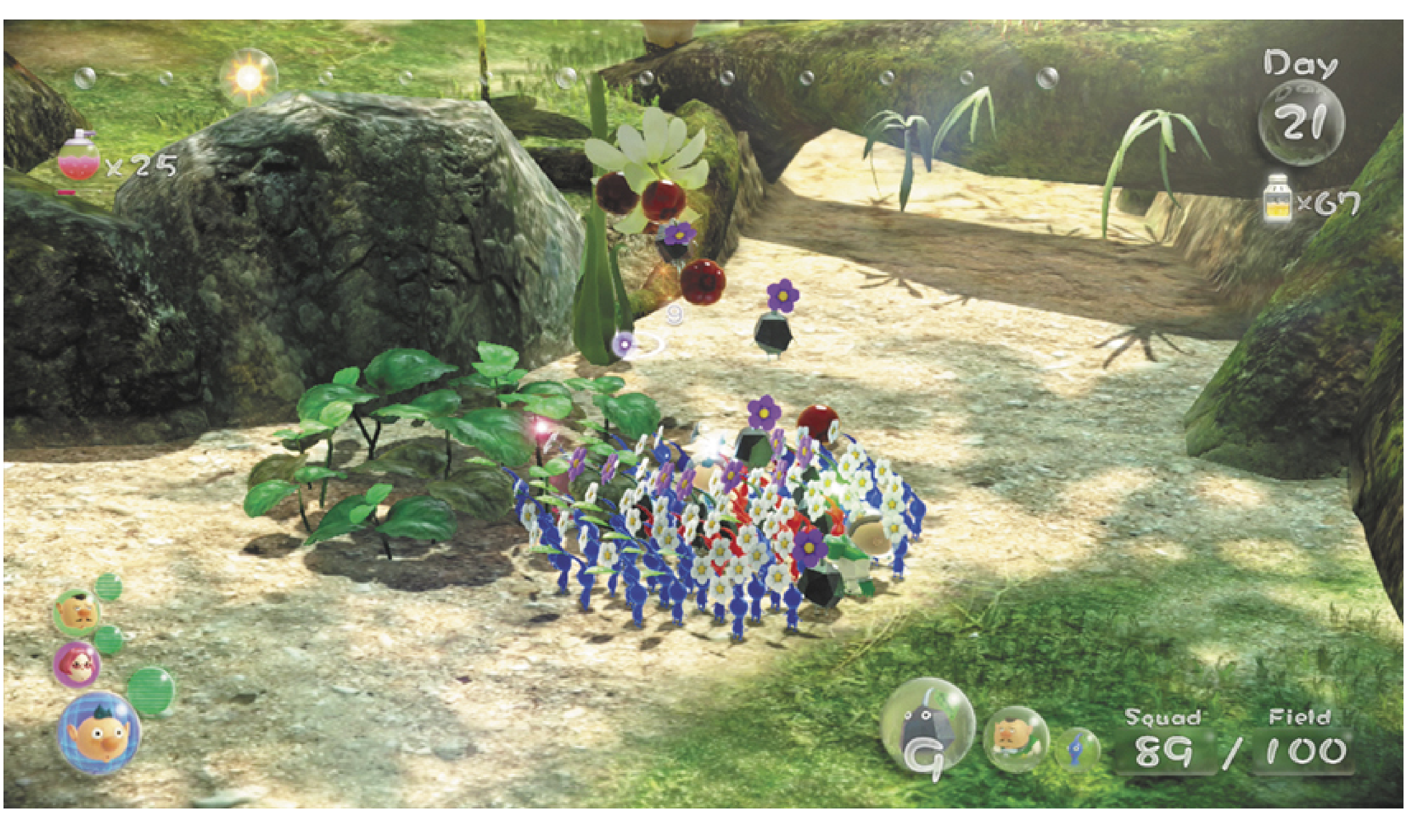
There are only two pieces of fruit left in the Tropical Wilds. Collecting them is fairly simple, but it does take a fair amount of time. While you wait, complete optional tasks to increase your Pikmin population or Ultra-Spicy Spray supply.


x24
Day
21
x67
60
Squad
Field
100 / 100

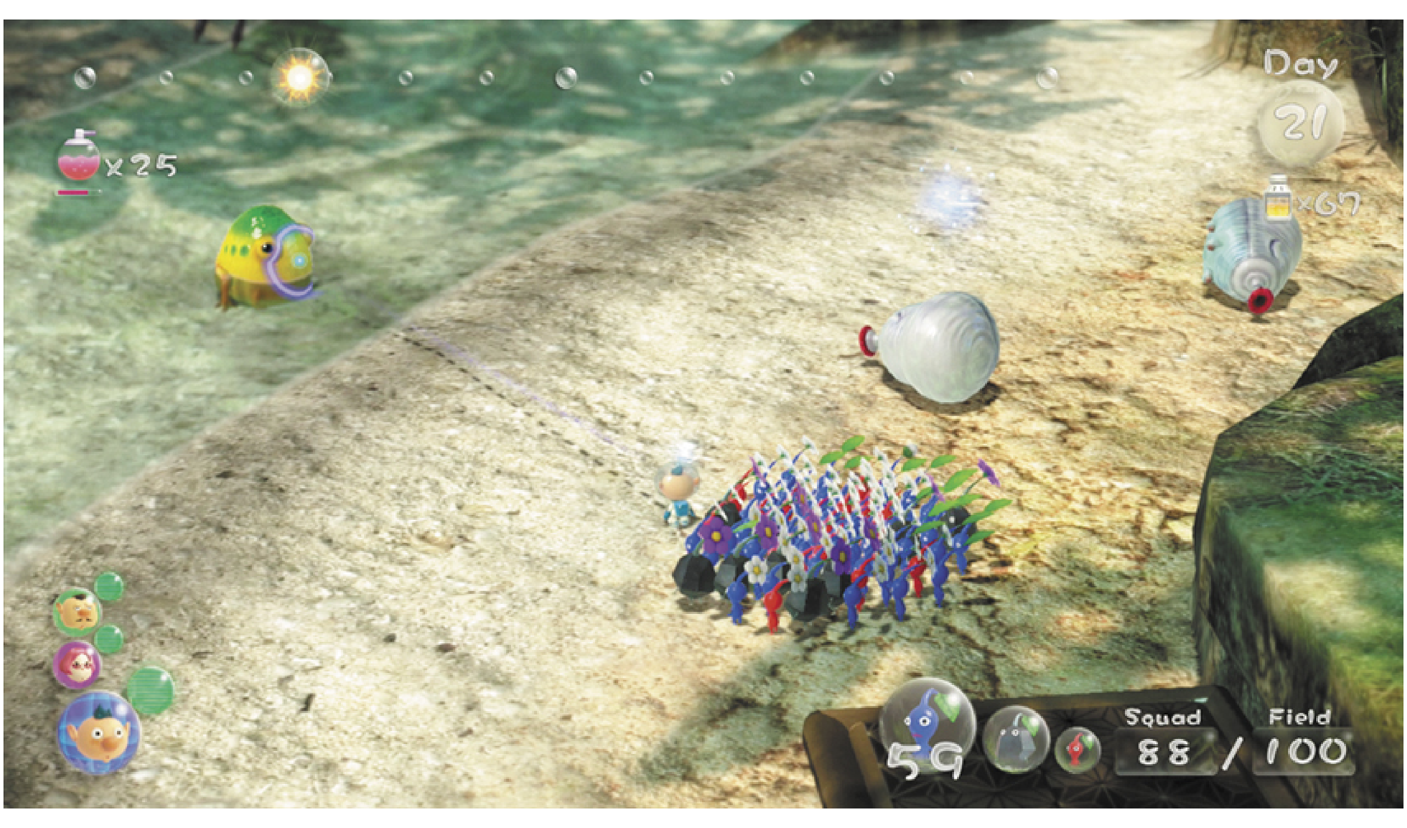
① When the day starts, call down 20 Red Pikmin, 10 Rock Pikmin, and at least 40 Blue Pikmin. Fill the remaining slots with any Pikmin you'd like to transport enemies or pellets. Move to the area west of the landing site, then head across the bridge to the north. As you step off of the bridge, veer west and keep moving north.


x24
Day
21
x67
16
Squad
Field
96 / 100

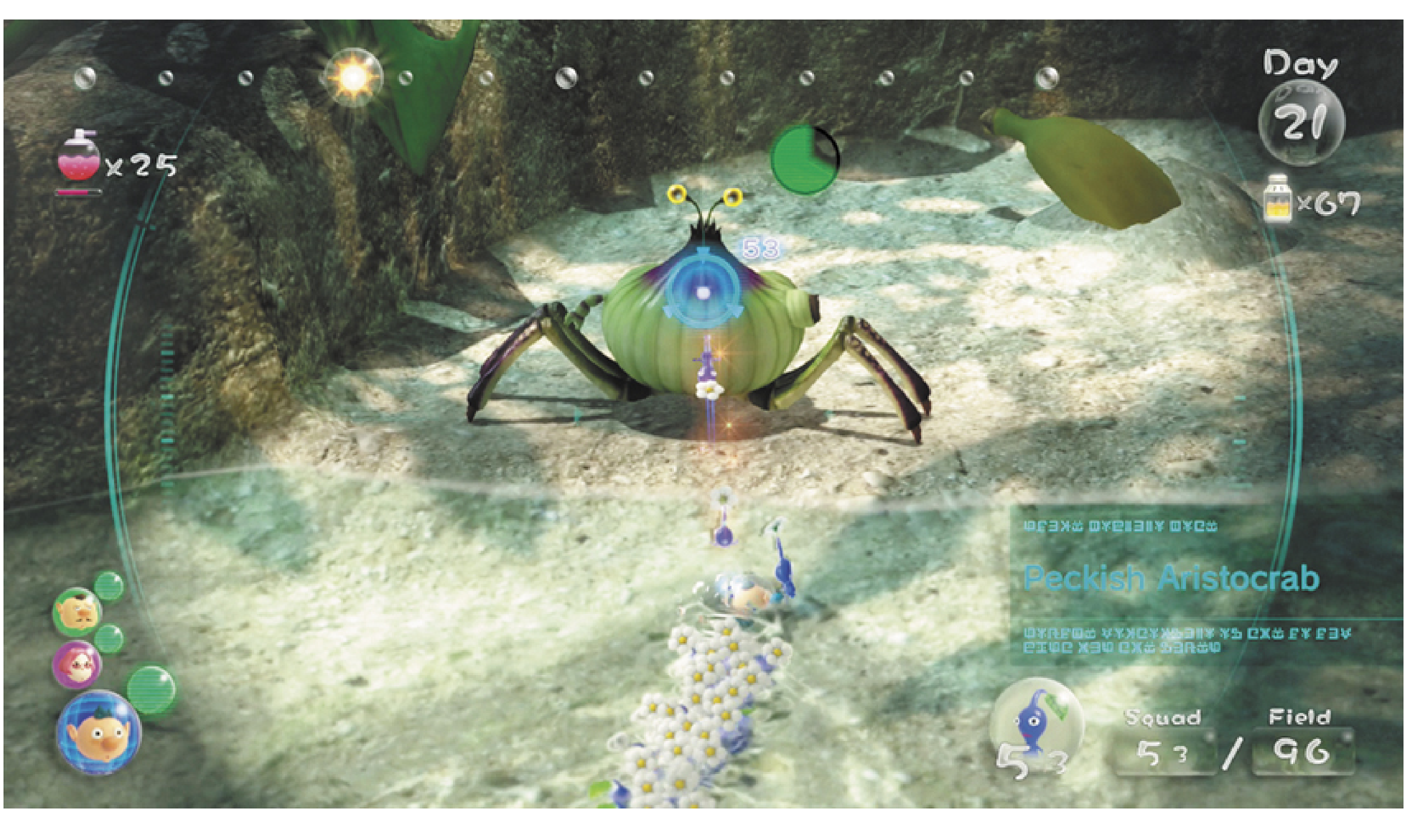
② When you reach the Skutterchucks, use your Rock Pikmin to clear out the enemies. If your squad contains any immature Pikmin, lead them to the Nectar Eggs in the nearby enclosure.


x25
Day
21
x67
9
Squad
Field
89 / 100

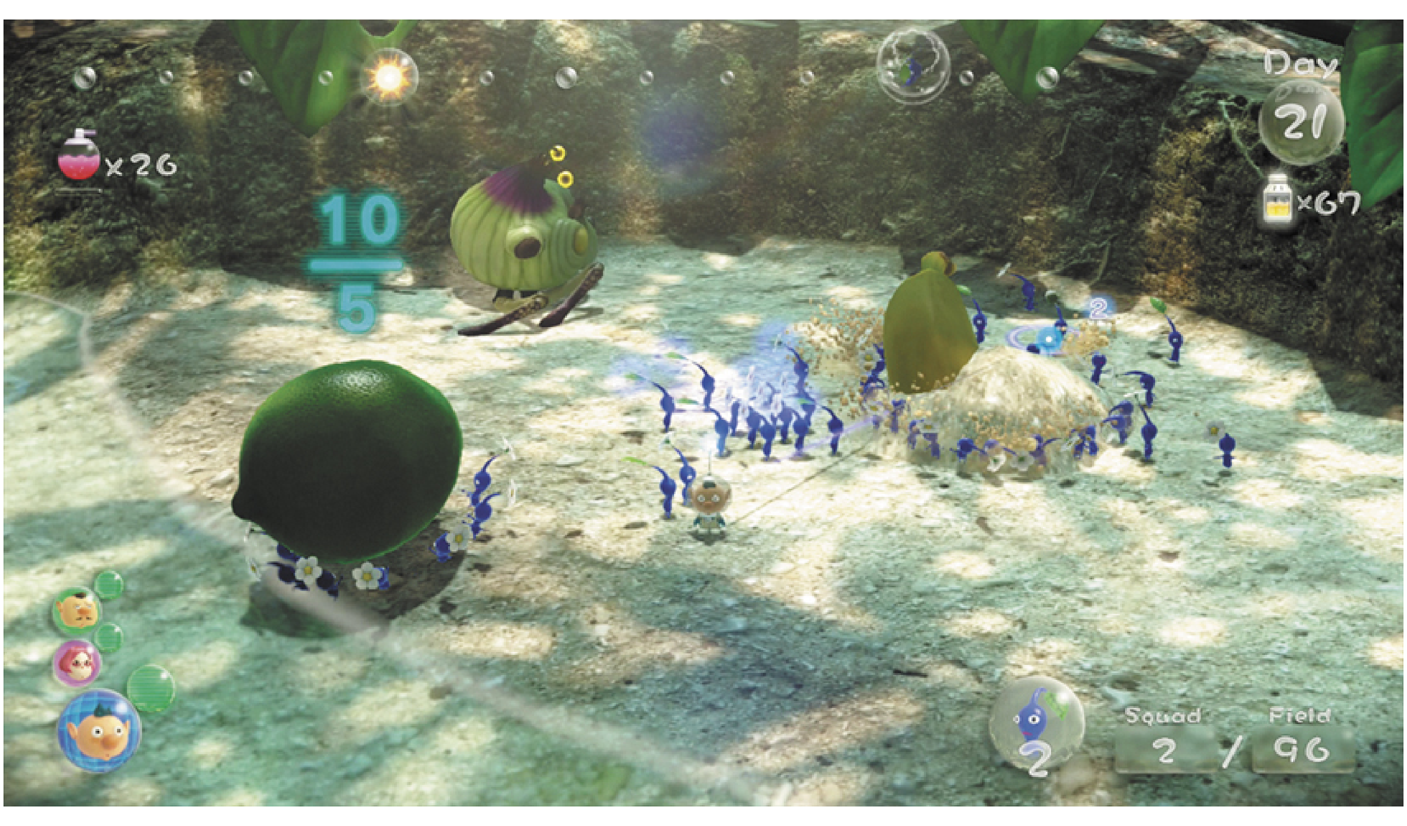
③ Turn back and follow the path around the south side of the large rock formation in the center of the area. Assign a few Rock Pikmin to collect the Ultra-Spicy Berries, then follow the path as it curves north.


x25
Day
21
x67
59
Squad
Field
88 / 100

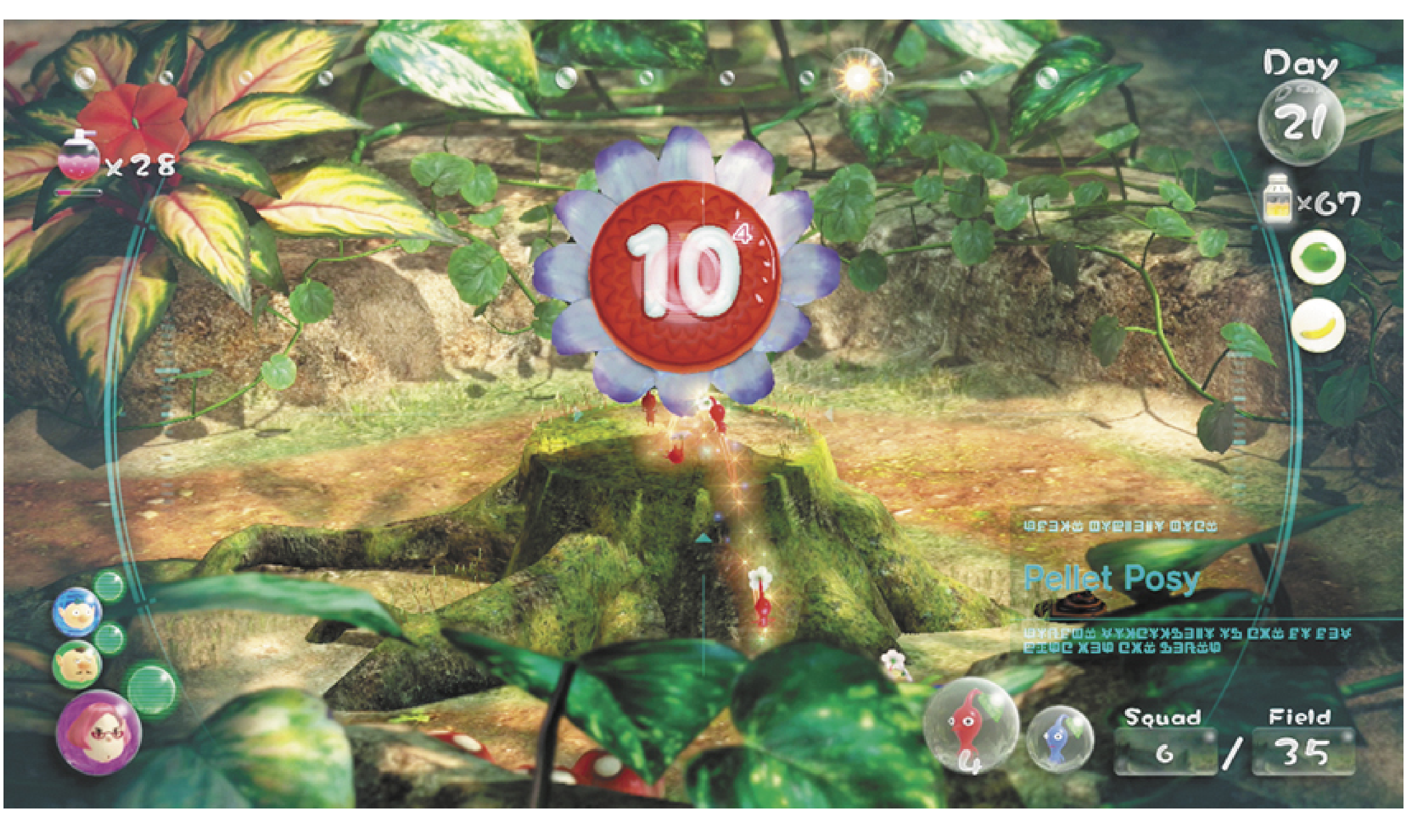
④ Use your Red Pikmin to clear out the Fiery Blowhogs near the water, then throw one Blue Pikmin at the nearby Yellow Wollywog. Once you have its attention, try to lure the Yellow Wollywog onto dry land—it's best to move the fight away from the nearby Peckish Aristocrab.


x25
Day
21
x67
53
Peckish Aristocrab
Squad
Field
53 / 96

⑤ Once you've dealt with the smaller enemies, dismiss your squad to separate your Pikmin into groups. Gather the Blue Pikmin and lead them across the water to the north. Flank the Peckish Aristocrab and throw your Blue Pikmin onto the creature's back.


x26
10
5
Day
21
x67
2
Squad
Field
2 / 96

When you defeat the Peckish Aristocrab, it drops a Zest Bomb (lime). Assign up to 10 Blue Pikmin to transport the Zest Bomb, then send the rest of your squad charging into the half-buried Slapstick Crescent (banana). It will take a while for your Pikmin to free the fruit, so leave one crew member to wait in the area.


x28
10
Day
21
x67
Pellet Posy
Squad
Field
6 / 35

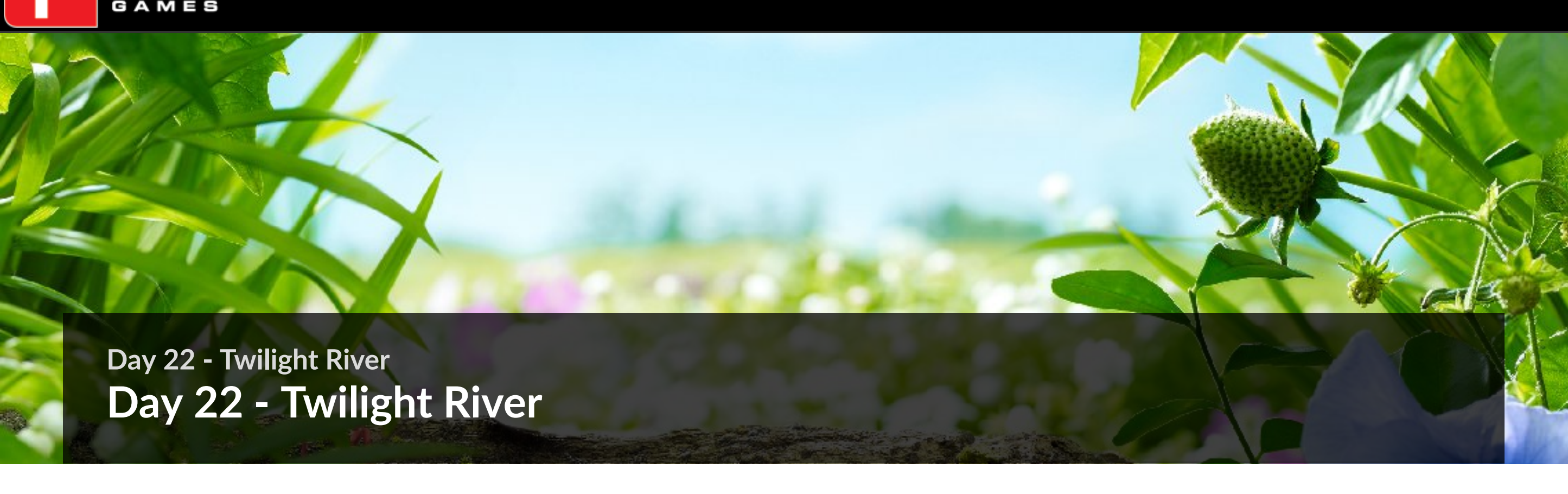
Spend the rest of the day completing any tasks you might find useful. Take advantage of Nectar Eggs, transport defeated enemies, or search for Data Files. There should be plenty of enemies and pellets in the area, giving you a great chance to boost your Pikmin population. When the Slapstick Crescent is free, the Pikmin will automatically transport it to the landing site. You won't be returning to this area. Before the day ends, make sure you pluck any new sprouts and gather your idle or working Pikmin.

### Progress Report: Day 21

You should have completed the following tasks by the end of Day 21:

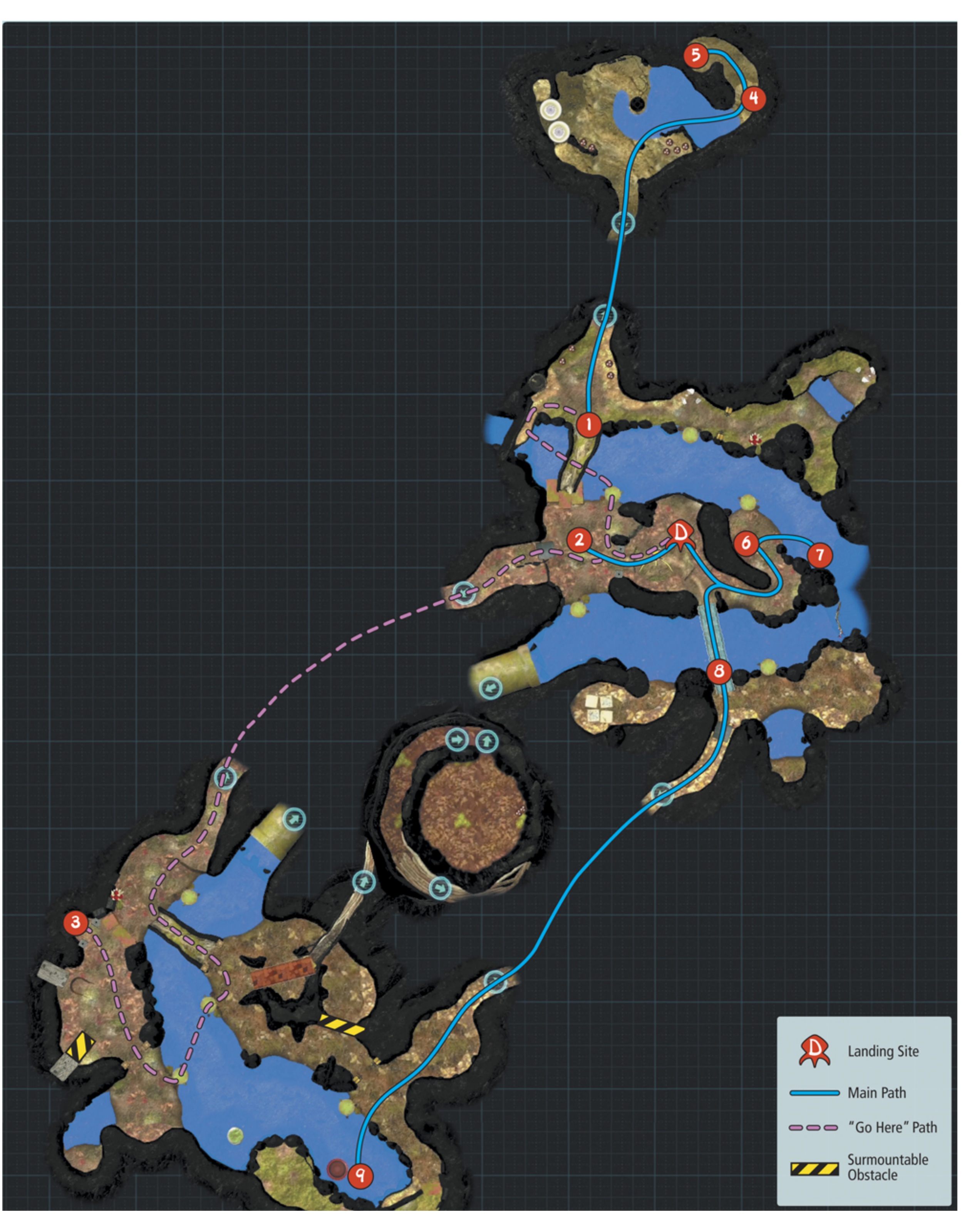
- Collect a Zest Bomb.
- Collect a Slapstick Crescent.

Travel to the Twilight River when you're ready to begin Day 22.



Day 22 - Twilight River

# Day 22 - Twilight River

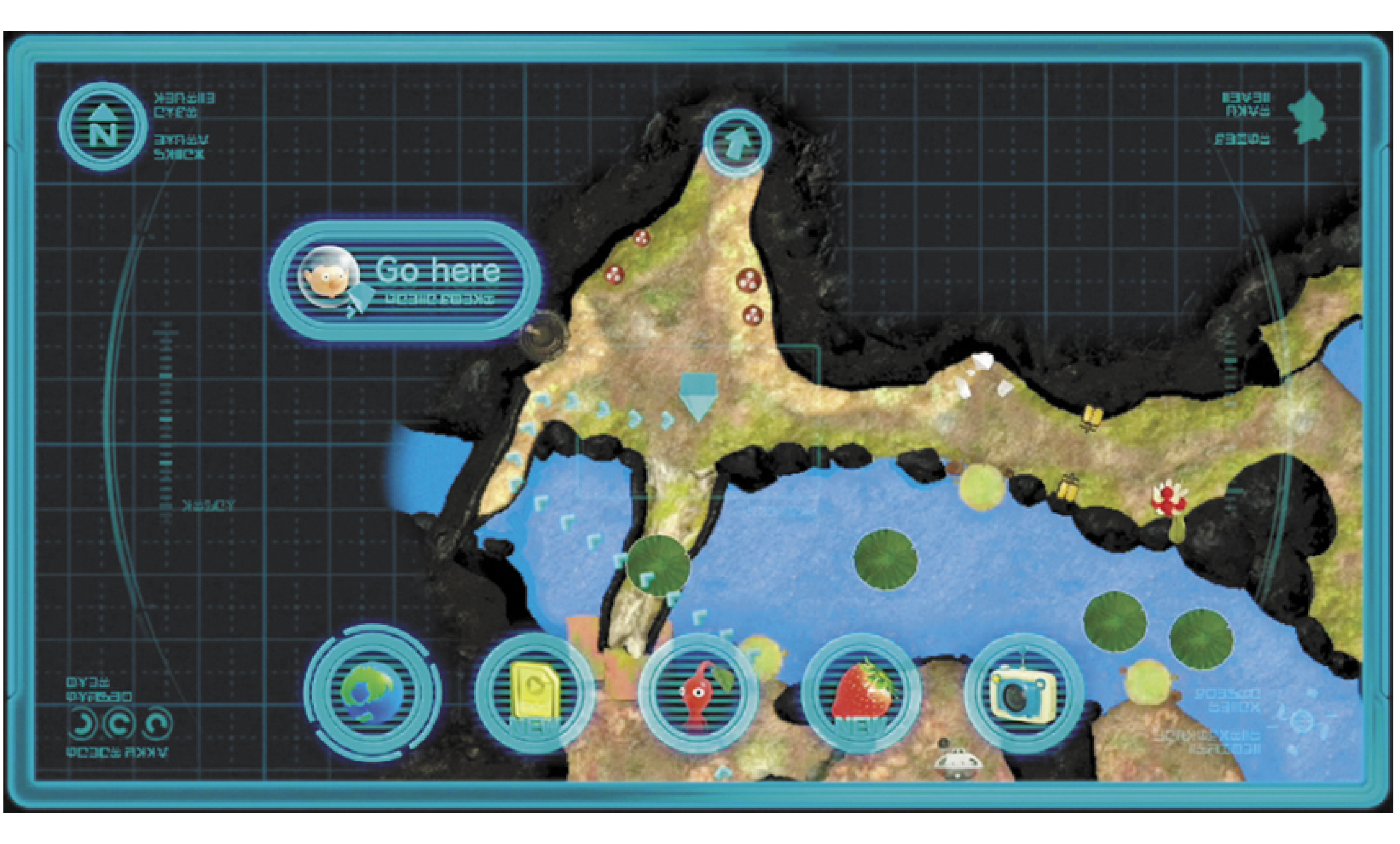


Map: Twilight River

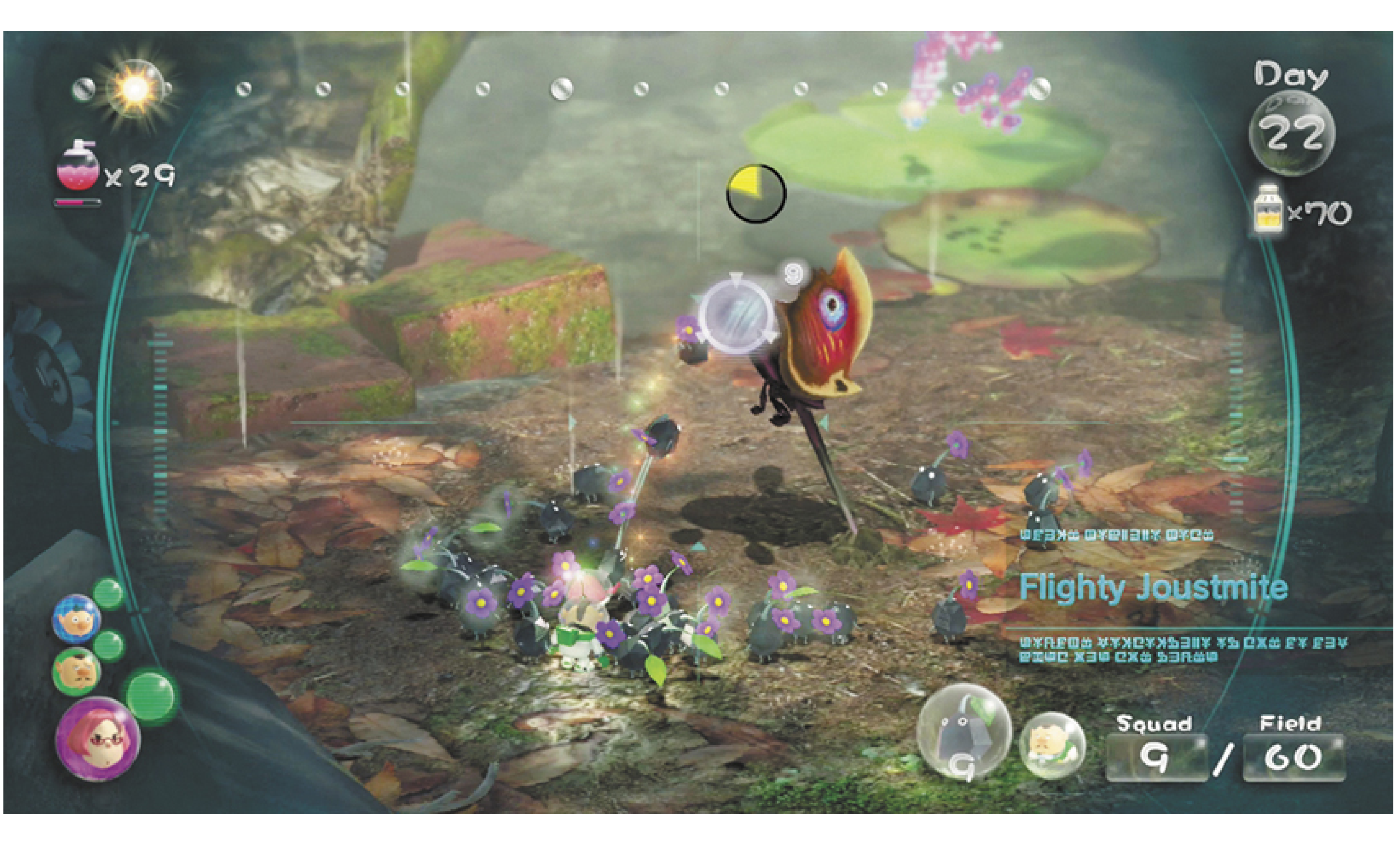
Remaining Juice: 70 canisters

Objectives: Collect the area's remaining fruit.

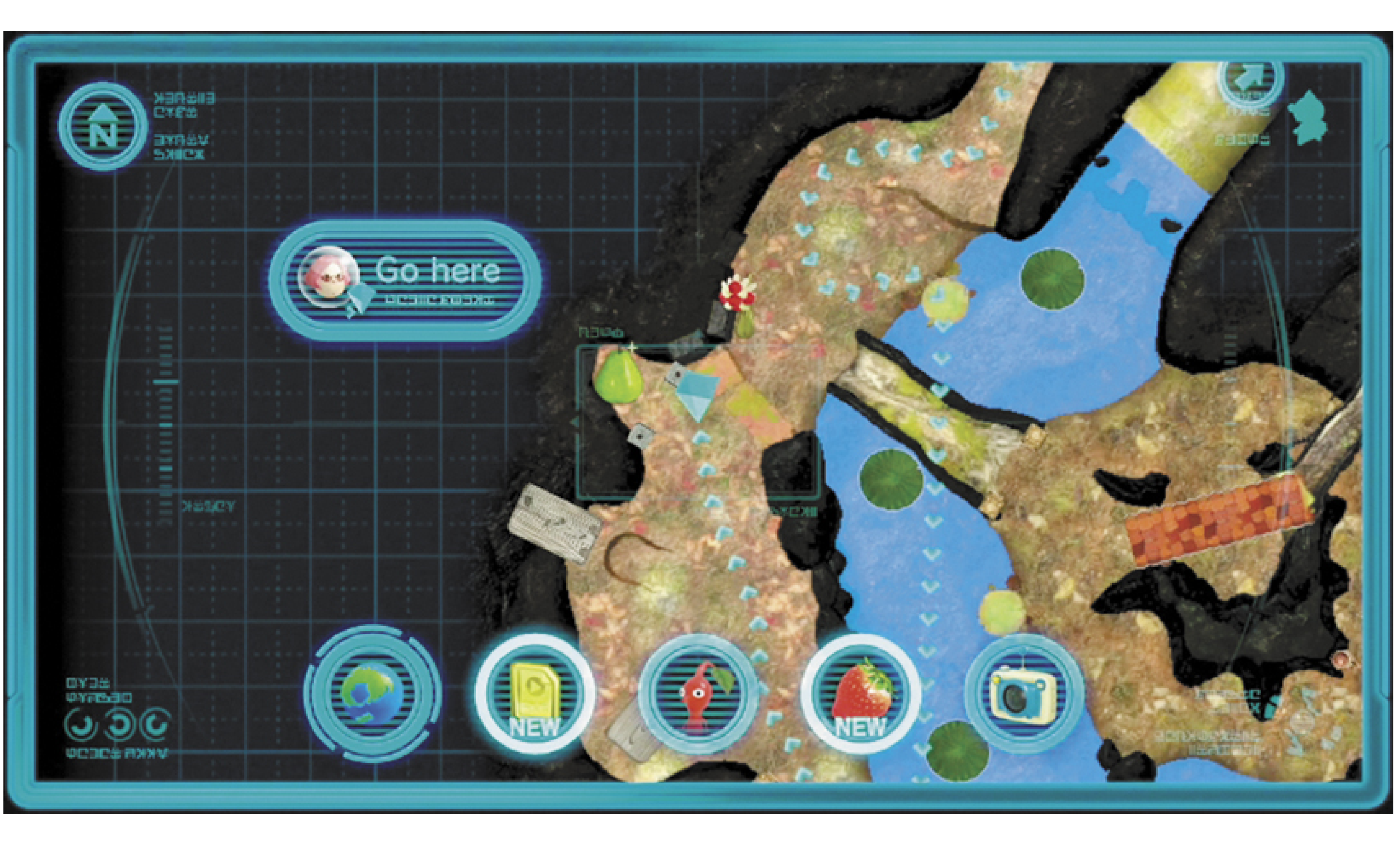
There are only a few pieces of fruit left on the planet. Before you resume your search for the cosmic-drive key, make one last visit to the Twilight River.



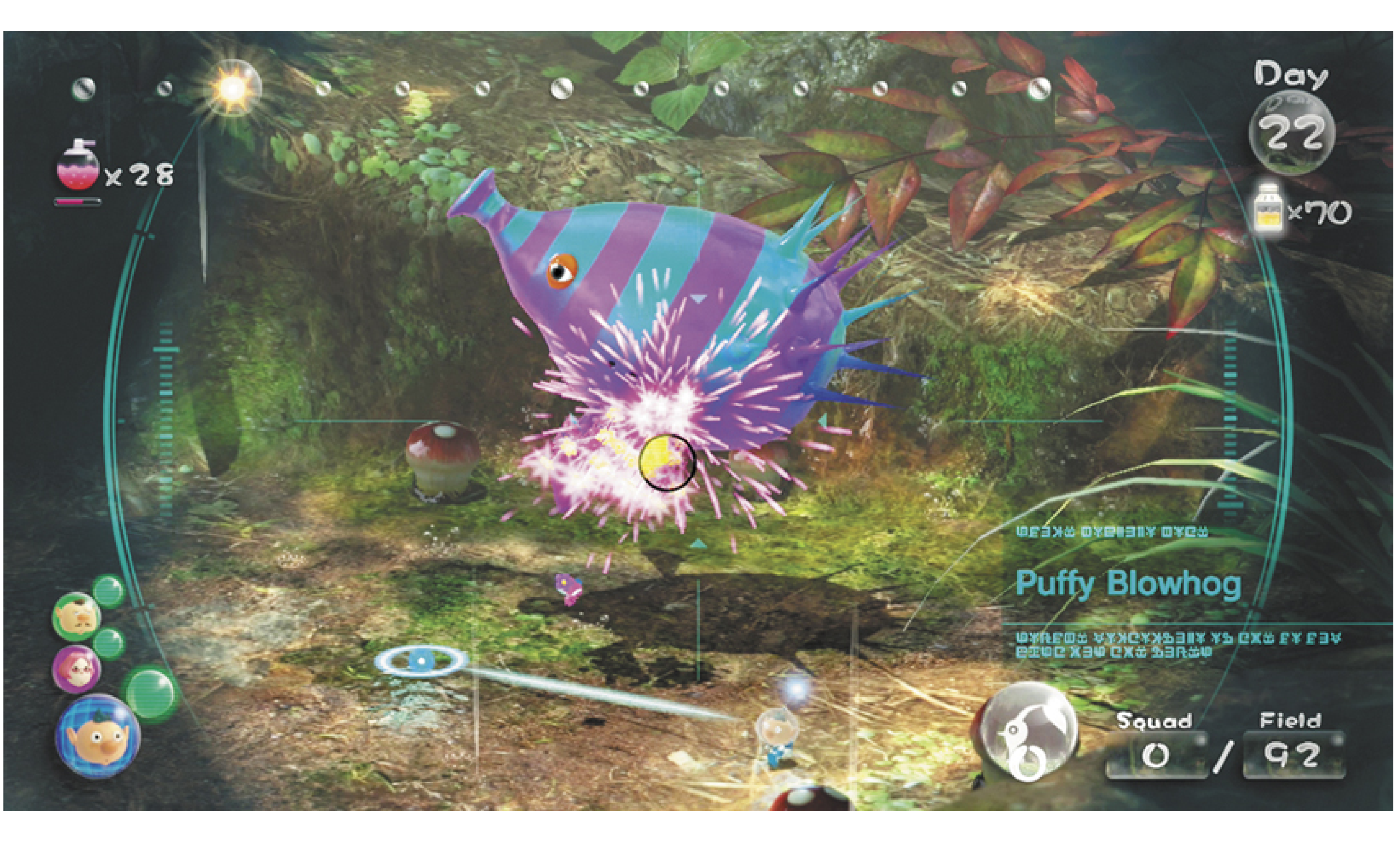
① When the day starts, dismiss your squad to separate the crew members. Call down around 30 Winged Pikmin from the Onion, then use the "Go Here" command to send them northwest of the landing site. Choose a spot near the Puffy Blowhog patrolling the area across the water, but not so close as to draw the creature's attention.



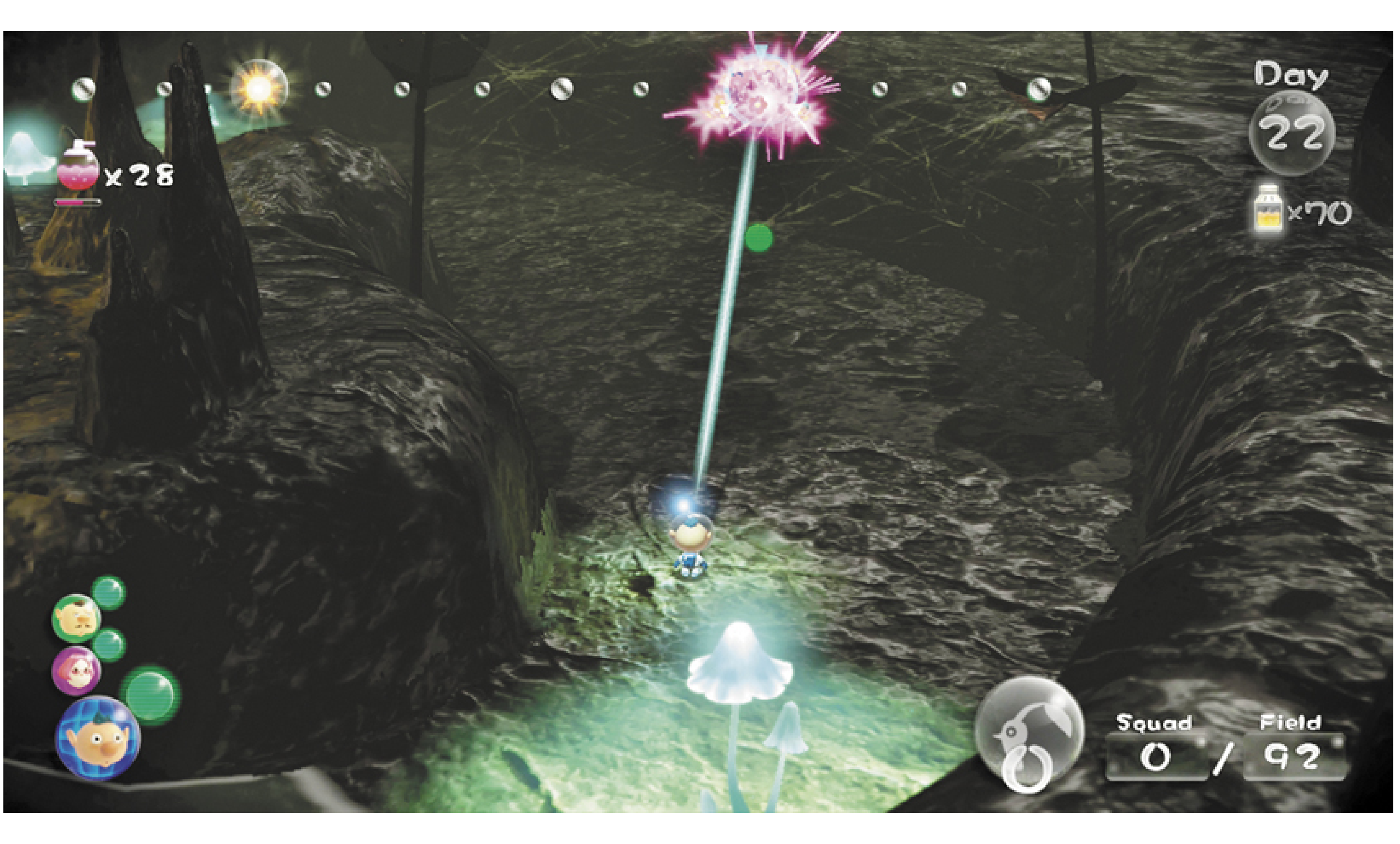
② Switch crew members and call down at least 20 Rock Pikmin from the Onion. Use this squad to deal with the Flighty Joustmite just west of the landing site. After you defeat the creature, round up the Rock Pikmin and return them to the Onion.



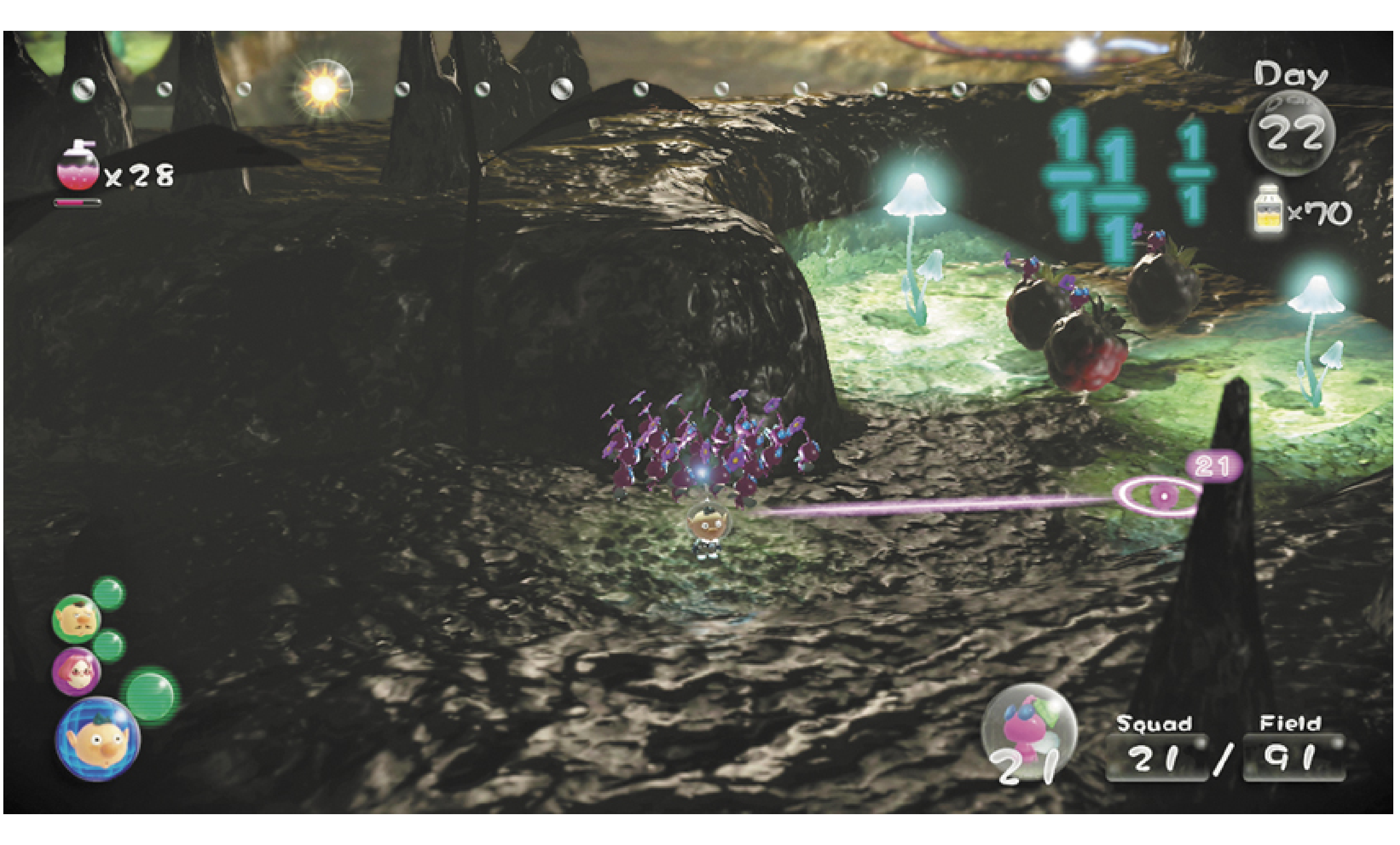
③ Form a squad of 20 Pikmin—any combination of Red Pikmin, Rock Pikmin, Yellow Pikmin, or Blue Pikmin will do. After you assemble the squad, use the "Go Here" command to send them to the Tremendous Sniffer (pear) near the remains of the Reinforced Wall downstream.



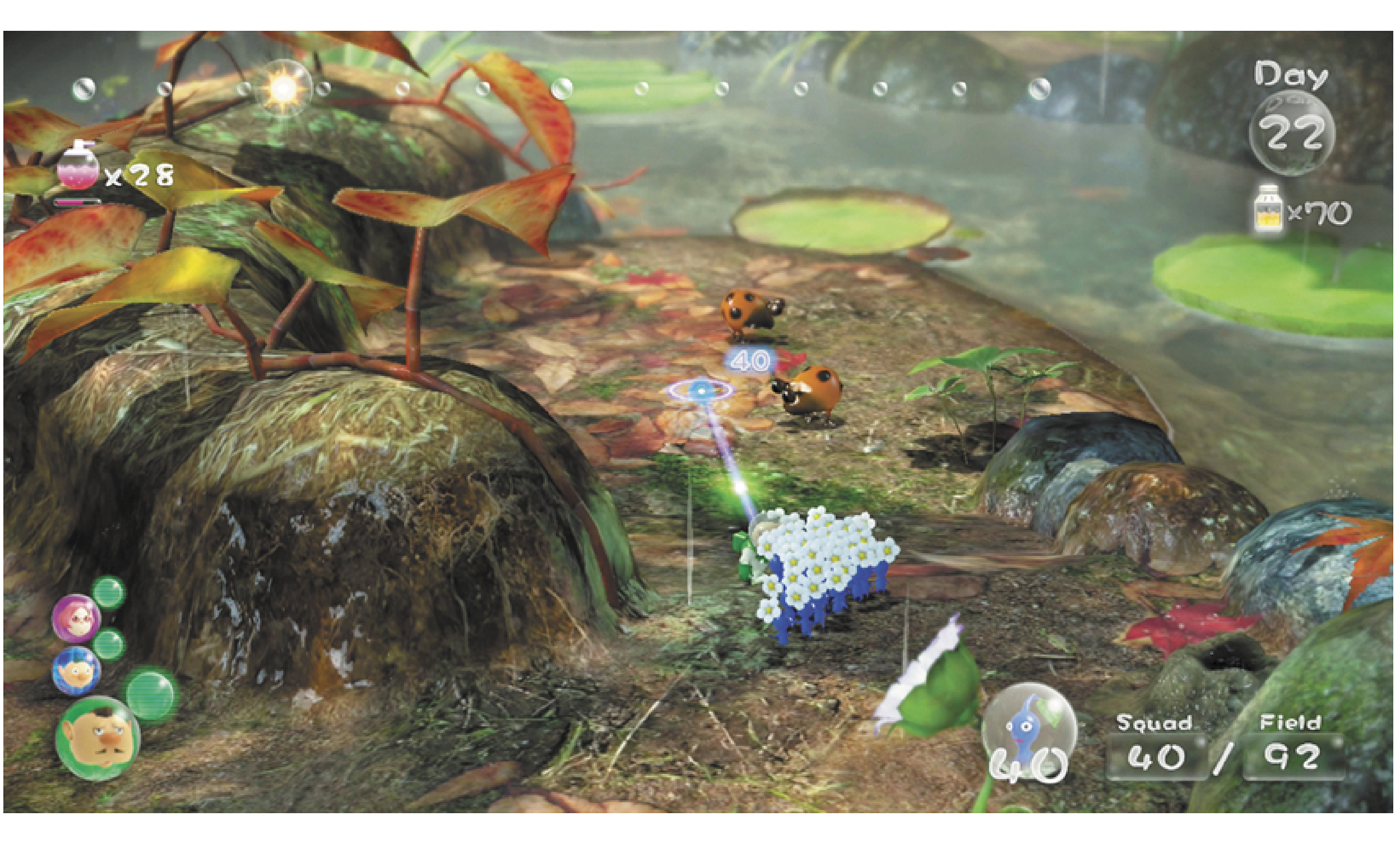
Switch to the crew member leading the Winged Pikmin, then use your squad to clear out the Puffy Blowhog northwest of the landing site. If you've maintained a good supply of Ultra-Spicy Spray, use a dose to speed up the process. After you defeat the creature, gather your squad and enter the cave to the north.



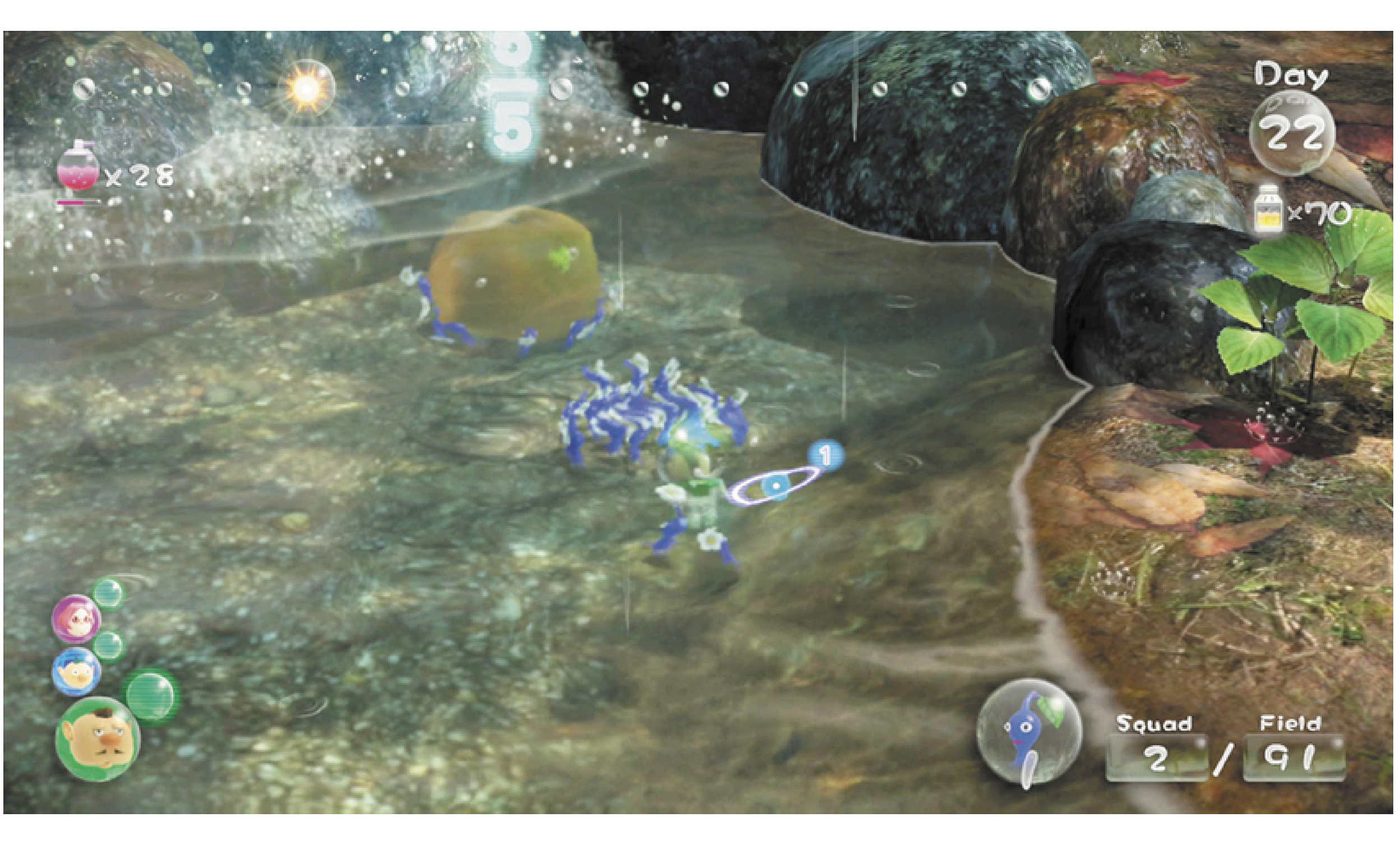
④ Run through the water on the east half of the cave. As you do, avoid the Water Dumples scattered around the area. Move onto the narrow strip of dry land in the northeast section of the cave to find a web. Send your Winged Pikmin charging into the attached Arachnode and defeat the enemy to destroy the web.



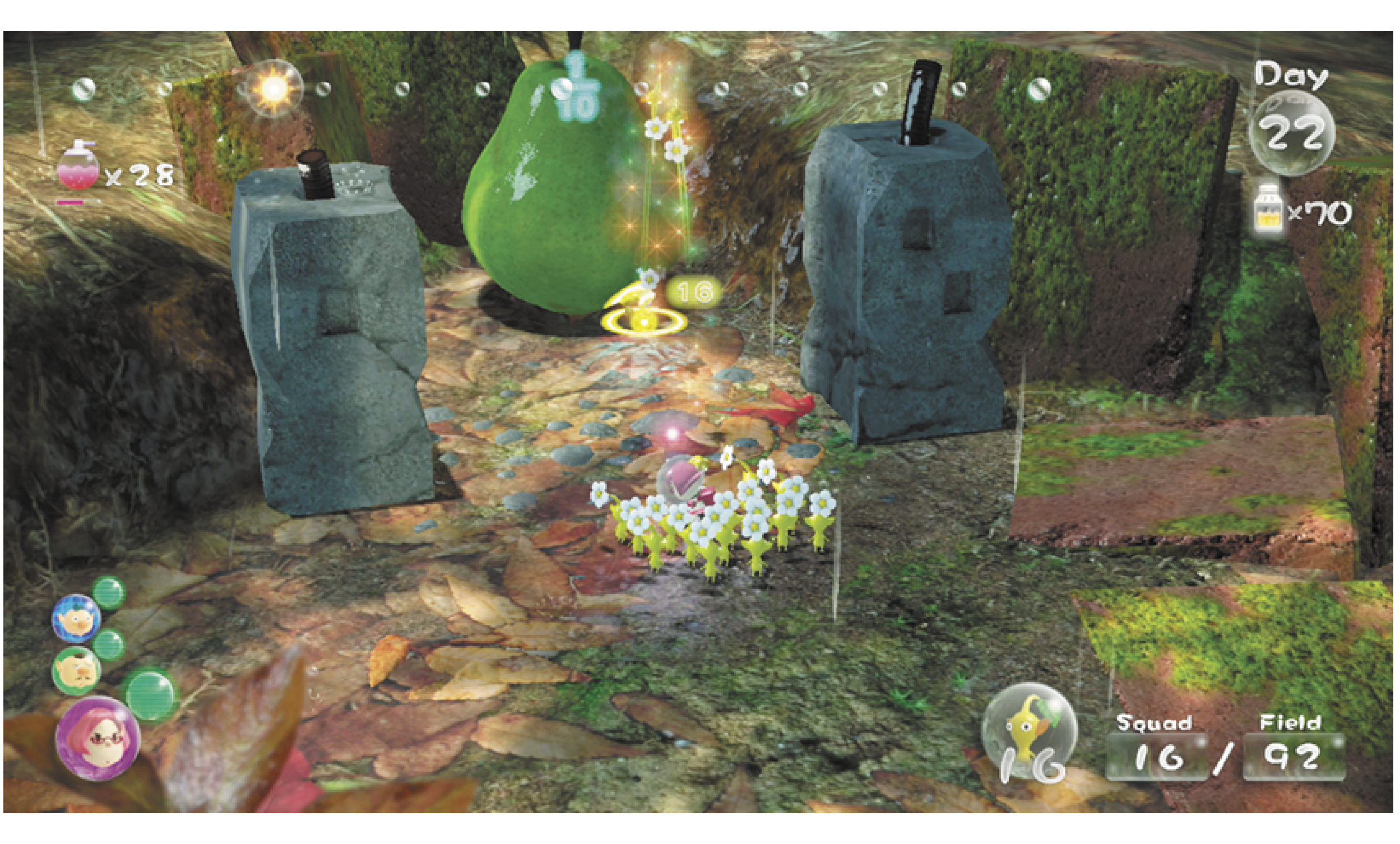
⑤ Once the web is gone, follow the short path to find three Juicy Gaggles (raspberries). Assign one Winged Pikmin to carry each piece of fruit.



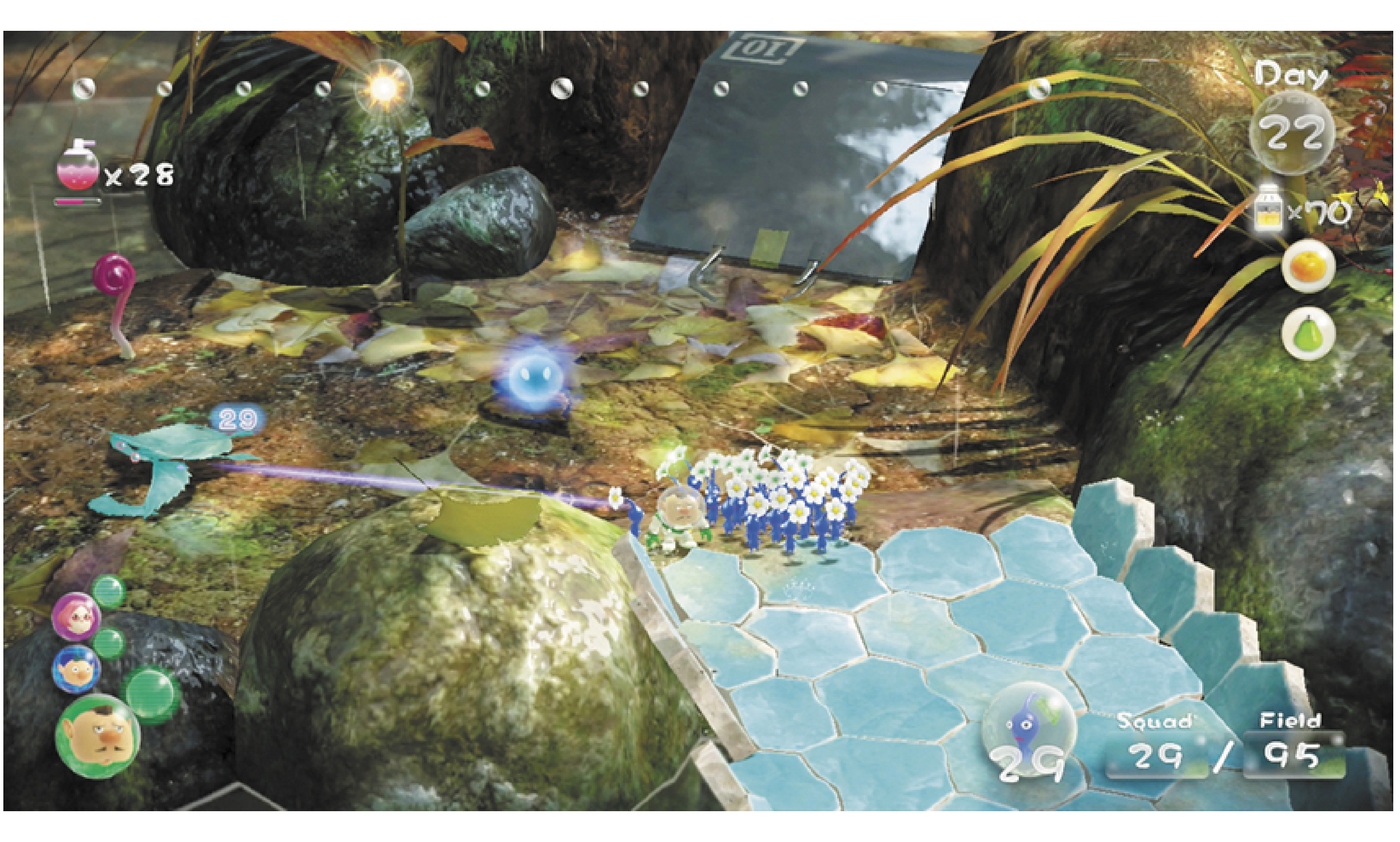
⑥ Switch to the crew member at the landing site, then form a squad of 40 Blue Pikmin. Lead your squad east and follow the path as it curves north. Clear out the two Dwarf Orange Bulborbs patrolling the area near the water.



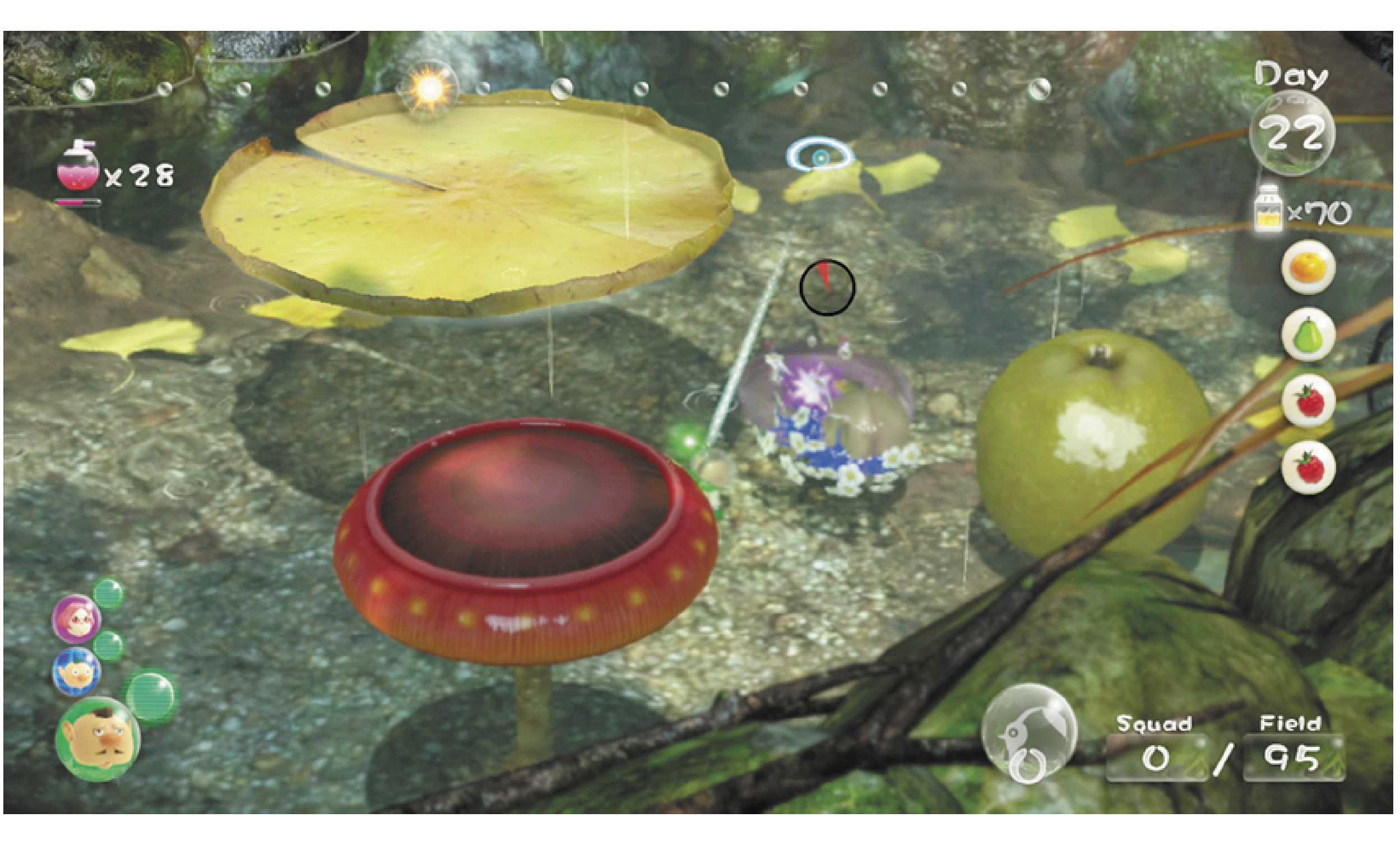
⑦ After you deal with the enemies, move into the water to find the submerged Citrus Lump (mikan) to the east. Assign at least five Pikmin to transport the fruit back to the landing site.



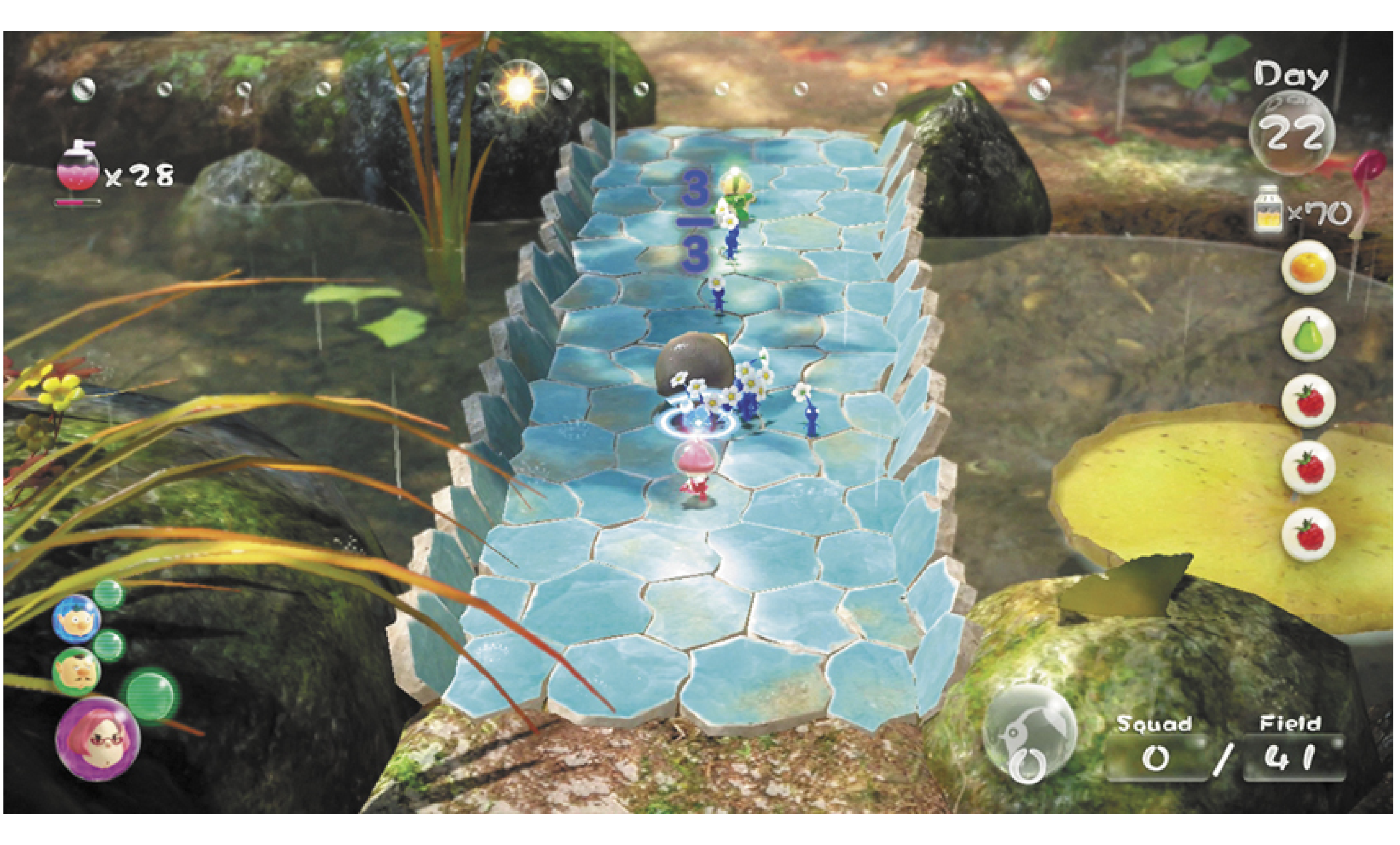
Switch to the crew member you sent downstream, then assign at least 10 Pikmin to transport the Tremendous Sniffer (pear) back to the landing site. Drop down from the nearby ledge and have your remaining Pikmin collect the Ultra-Spicy Berries to the north.



⑧ Switch back to the crew member you left in the water. Turn around and lead your squad back along the curved path. Use the bridge south of the landing site to cross the water. When you reach the end of the bridge, locate and eliminate the two Desiccated Skitter Leaves hiding in the area. When it's safe, head up the Paper Bag ramp to reach the area downstream.



⑨ Follow the path down to the water, then look for the Toady Bloyster near the Bouncy Mushroom. Flank the enemy, lock onto its tail, then send your squad charging in. After you defeat the Toady Bloyster, assign at least 10 Pikmin to transport the nearby Crunchy Deluge (apple pear) back to the landing site. Once the Crunchy Deluge is delivered, you should have collected all 66 pieces of fruit in the game.



You should have plenty of daylight left, and more than enough creatures to battle. Spend the rest of the day transporting defeated enemies, collecting Ultra-Spicy Berries, and searching for Data Files. Make sure you have a good supply of Ultra-Spicy Spray, and bolster your Pikmin population as needed. Watch the timer and gather your working or idle Pikmin before the day ends. Since you won't be returning to this area, pluck any new sprouts before you leave.

### Progress Report: Day 22

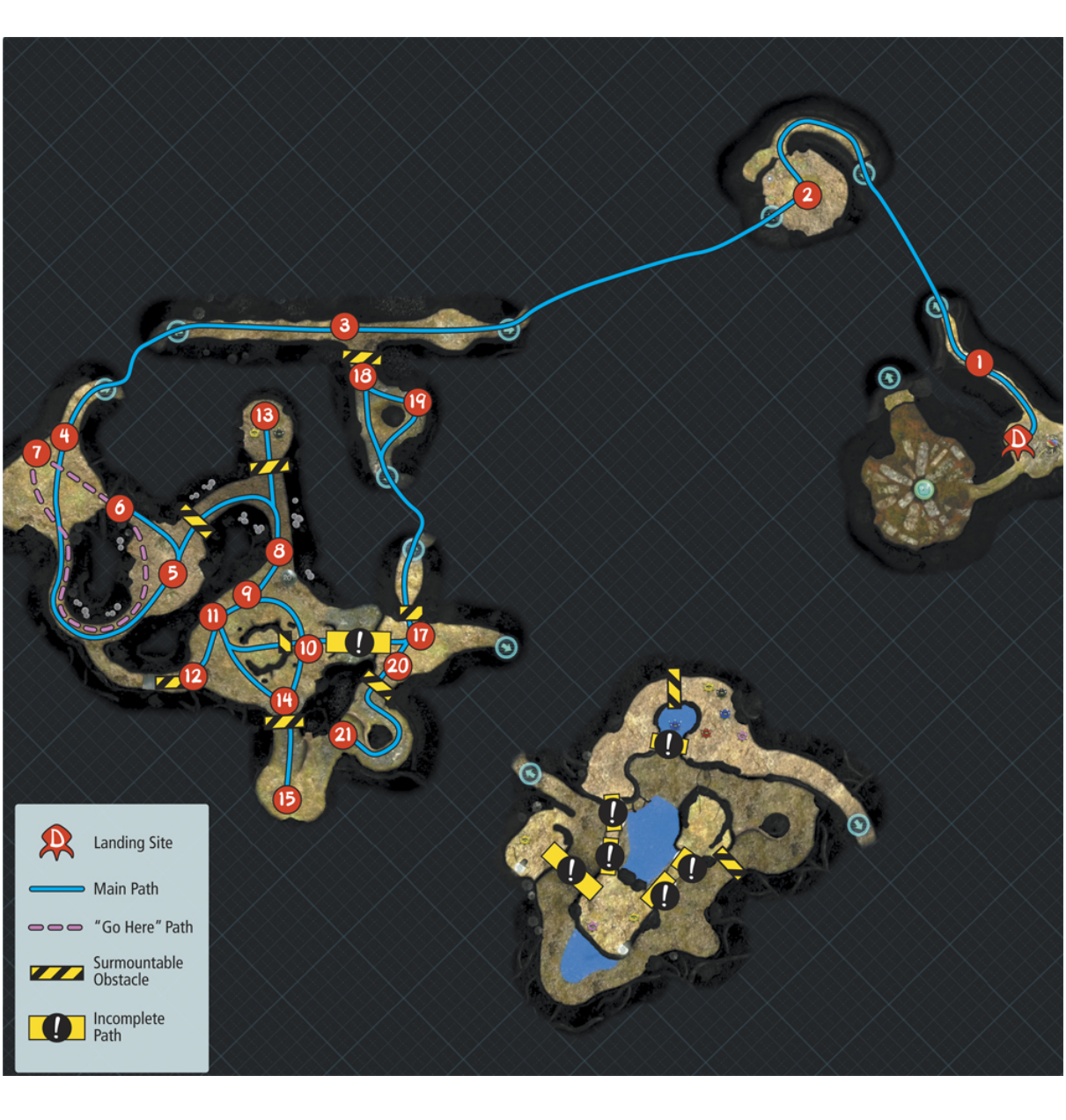
You should have completed the following tasks by the end of Day 22:

- Collect three Juicy Gaggles.
- Collect a Citrus Lump.
- Collect a Tremendous Sniffer.
- Collect a Crunchy Deluge.

You're about to begin the game's finale, so make sure you're happy with your Pikmin population, as well as your supply of Ultra-Spicy Spray.

Travel to the Formidable Oak when you're ready to begin Day 23.

# Day 23 - Formidable Oak



Map: Formidable Oak

Remaining Juice: 76 canisters

Objectives: Keep Captain Olimar safe as you search for a route back to the landing site.

Now that you've collected all of the fruit, it's time to track down the cosmic-drive key. Search the Formidable Oak for the source of the signal and see if you can find this crucial piece of equipment.

**Note**

This day's walkthrough contains extra steps to ensure you fully explore the Formidable Oak. During a speed-run, you can safely bypass many of the areas described.

x28
Day 23
x76
20
Squad 100 / Field 100

① When the day starts, create a squad consisting of three crew members and 20 of each Pikmin type. A well-balanced squad is essential for tackling the tasks ahead, and you'll want to fill every available spot. Once you've assembled your squad, climb the large root north of the landing site and follow the path to the next area.

x28
Day 23
x76
20
20
Squad 99 / Field 100

② When you reach the end of the path, you discover a Mysterious Life-Form standing over an unconscious Captain Olimar. Drop down from the ledge and investigate. As you approach, the Mysterious Life-Form absorbs Olimar and transforms into a sphere. Send your squad charging in to attack the Mysterious Life-Form until Olimar is free.

Press + to skip.

Once Olimar is free, assign five Pikmin to carry him—choose one member of each Pikmin type to ensure your main squad remains balanced. When all five Pikmin are in place, the crew realizes they must find an alternate route back to the ship. Brittany volunteers to lead the Pikmin transporting Olimar while the main squad searches for a new path.

x28
Day 23
x76
Squad 0 / Field 100

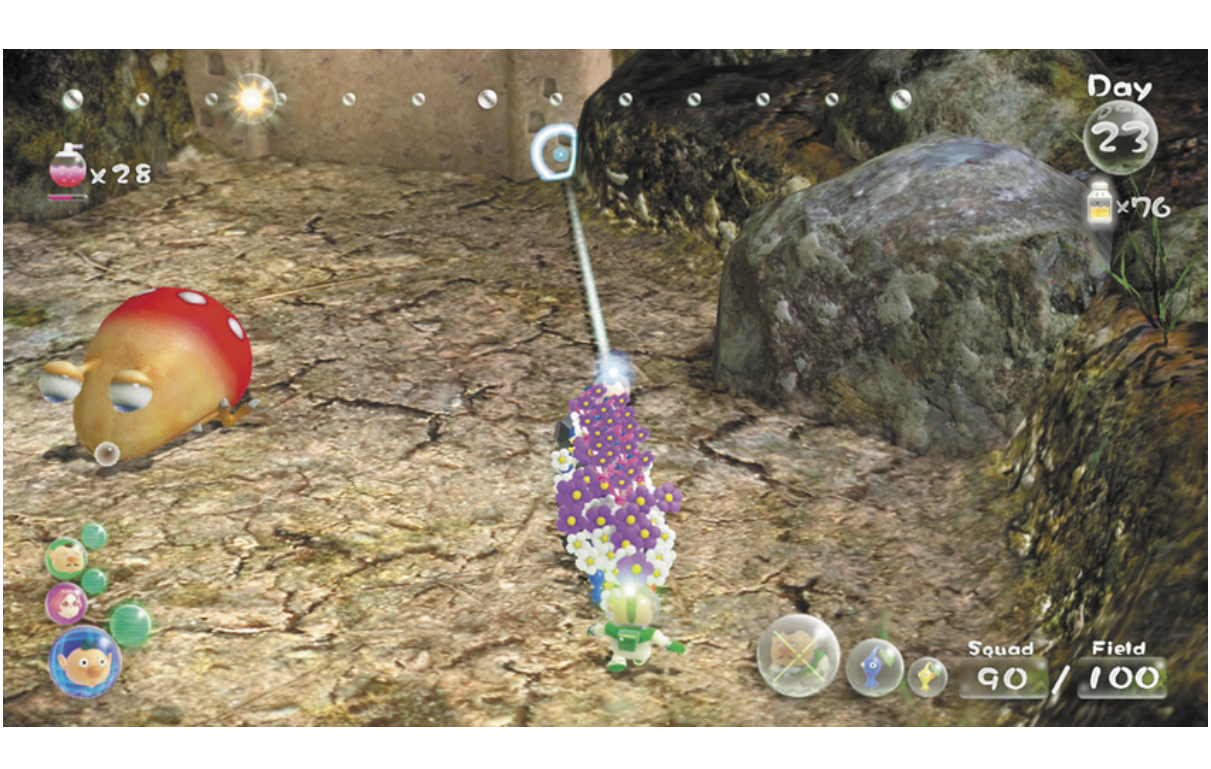
After Brittany heads into the nearby passage, send your squad charging into the nearby Dirt Mound. Collect the resulting Data File, gather your squad, then follow Brittany into the passage.

x28
Day 23
x76
16
Squad 95 / Field 100

③ When you land, the Mysterious Life-Form appears behind your main squad. Move quickly to keep your Pikmin safely ahead of the enemy. Follow the path to find Brittany in the next area.

x28
10
5
Day 23
x76
18
Squad 90 / Field 100

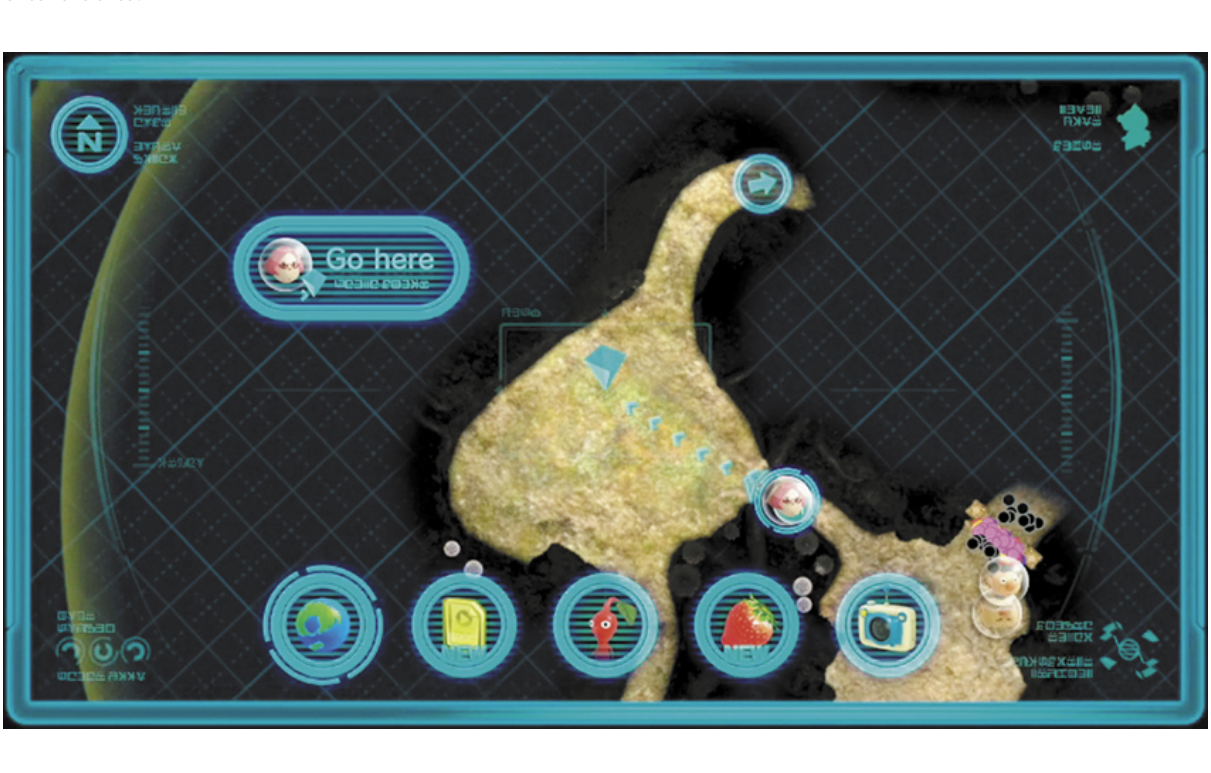
④ When you reach Brittany, assign five more Pikmin to carry Olimar—again, select one Pikmin from each type to keep your main squad balanced. With a total of 10 Pikmin carrying Olimar, it's much easier to move him out of dangerous situations. Call Brittany back into your squad without disturbing the Pikmin assigned to Olimar. Cross the enclosure and follow the path to the south. As you do, the Pikmin carrying Olimar follow your squad.



⑤ When you reach the enemies in the next area, clear out the three nearest Dwarf Bulborbs. Toss Brittany out of the squad, then sneak past the sleeping Bulborb and have your Pikmin attack the Dirt Wall to the north.

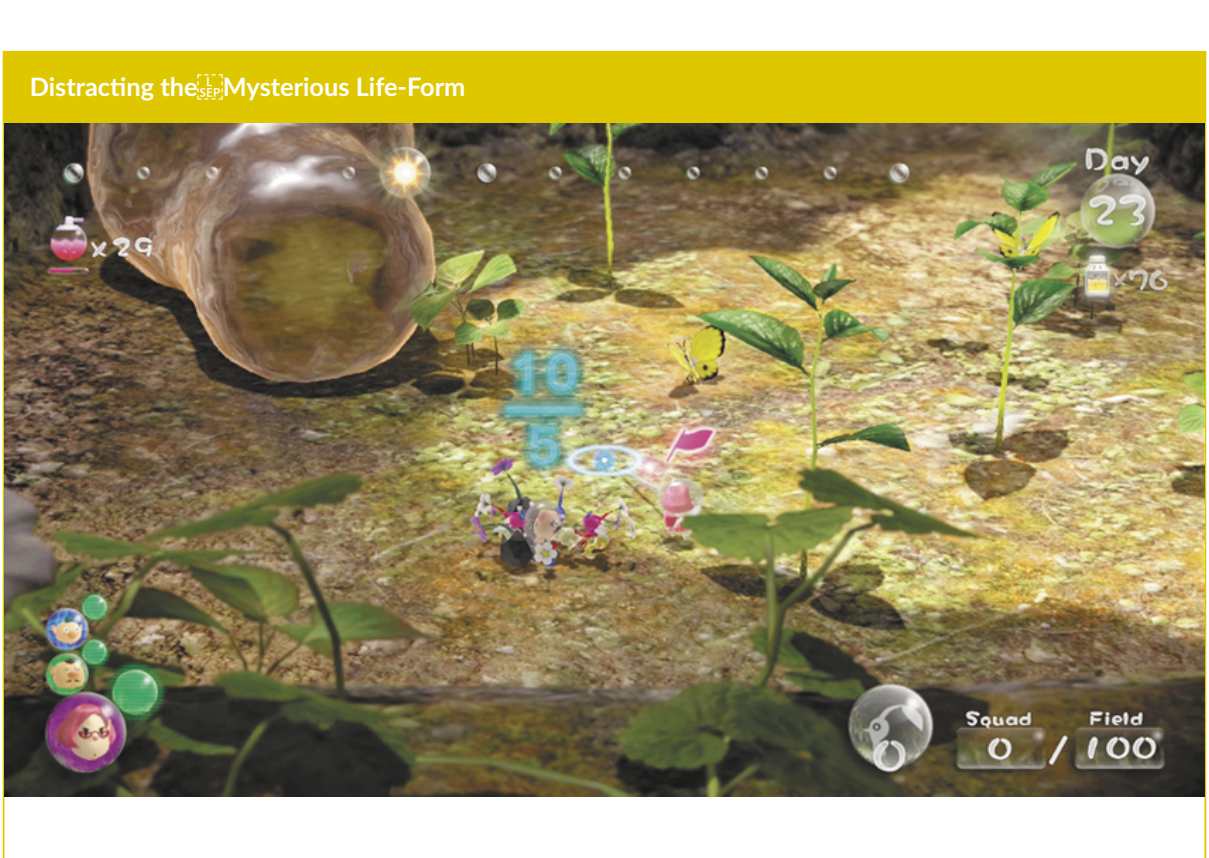
x28
10
5
Day 23
x76
Squad 0 / Field 100

⑥ Switch to Brittany and sneak around the sleeping Bulborb to keep the smaller enemies from noticing you. When you reach the Dirt Wall, move west to find a Data File at the end of a short path. Wait here until you see the Mysterious Life-Form enter the area.



⑦ Use the "Go Here" command to send Brittany over the ledge and back to the previous area. Choose a spot that will move Olimar away from the Mysterious Life-Form while ensuring the enemy will follow the same route. The creature will generally follow the shortest possible route to its target—it's essential that the Mysterious Life-Form follows Olimar over the ledge, rather than doubling back along its original path.

**Distracting the Mysterious Life-Form**



The Mysterious Life-Form is only interested in capturing Olimar—turn the creature's obsession to your advantage. Use Brittany and her Pikmin to lead the enemy away from the main squad. By circling the area with Olimar, you can lead the Mysterious Life-Form in an endless loop while the main squad secures an alternate route to the landing site.

Use the "Go Here" command to reposition Olimar each time the Mysterious Life-Form closes in on Brittany's squad. Early in the day, the best route is a fairly small loop between two areas. As the main squad clears out the enemies and obstacles deep in the Formidable Oak, you'll find longer, more convenient paths for Brittany to follow.

While you're distracting the Mysterious Life-Form, it's important to check in with Brittany's squad regularly. Each time Brittany reaches an assigned destination, check the Mysterious Life-Form's location. As the enemy closes in, issue a new "Go Here" command.

One of your crew members will warn the group whenever the Mysterious Life-Form gets close to Olimar—if you receive one of these urgent notifications, drop whatever you're doing and move Olimar right away.

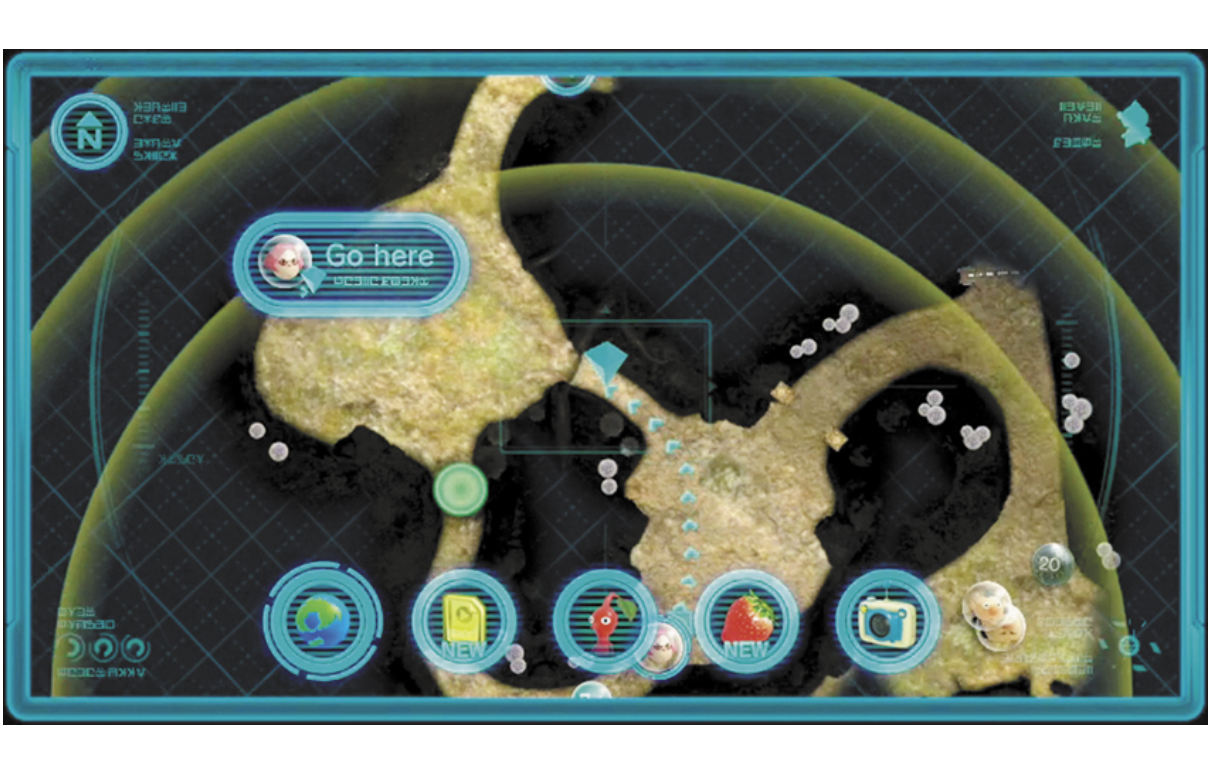
Throughout the day, use the in-game map to keep tabs on the Mysterious Life-Form and issue new "Go Here" commands as needed.

**Caution**

If the Mysterious Life-Form captures Olimar, it attempts to flee the area. To free Olimar, you must wait for the enemy to turn an opaque gold color, then attack it with your Pikmin. However, freeing Olimar takes a fairly long time, and since your main squad will generally be far away from the Mysterious Life-Form, you may not be able to get your Pikmin into position before the enemy escapes.

x28
10
Day 23
x76
18
Squad 90 / Field 100

⑧ As Brittany leads the Mysterious Life-Form out of the area, switch back to the main squad. When the Dirt Wall is destroyed, gather your Pikmin and finish off any nearby enemies the Mysterious Life-Form left intact. When you're ready, head through the remains of the Dirt Wall. Follow the path as it curves south. Ignore the Crystal Wall you pass along the way—stop near the Iron Ball at the end of the path.



As the Mysterious Life-Form closes in on Olimar, issue "Go Here" commands to keep Brittany moving, eventually looping back to the ledge overlooking the area. Use the in-game map to keep tabs on the Mysterious Life-Form, and have Brittany repeat this loop throughout the day.

x28
Day 23
x76
10
Watery Blowhog
16
Squad 88 / Field 100

⑨ As Brittany distracts the Mysterious Life-Form, use the main squad to clear out the enemies beyond the Iron Ball. The area contains a Fiery Blowhog, a Watery Blowhog, a Bearded Amprat, and two Swooping Snitchbugs. Since your main squad contains all Pikmin types, you're well equipped to handle these creatures. Circle the area and clear out the enemies. As you do, remember to issue new "Go Here" commands whenever the Mysterious Life-Form approaches Olimar.

x28
Day 23
x76
6
Squad 78 / Field 100

⑩ After you deal with the enemies, use your Rock Pikmin to destroy the Large Crystal near the center of the area. Once the obstacle is out of the way, assign half of your Yellow Pikmin to the nearby Fragment pile.

x28
Day 23
x76
13
Squad 83 / Field 100

⑪ While your Pikmin are transporting the Fragments at the center of the area, toss the remaining Yellow Pikmin into the Dirt Mound to the west. While they unearth the buried Fragments, locate the Paper Bag southwest of the Dirt Mound.

x28
10
Day 23
x76
10
Squad 49 / Field 100

⑫ When you find the Paper Bag, have your Pikmin push it off the ledge. This makeshift ramp creates a new path for Brittany to follow once your main squad is safely out of the area.

x28
7
Day 23
x76
9
Squad 66 / Field 100

After the Paper Bag is in place, return to the Dirt Mound and have a few of your Red Pikmin start transporting the unearthed Fragments.

x28
20
20
Day 23
x76
Squad 0 / Field 100

As your Pikmin work to construct the nearby bridge, return to the Iron Ball you passed as you entered the area. Have your Pikmin push the Iron Ball to send it crashing through the Crystal Wall at the bottom of the slope.

x28
Day 23
x76
15
Squad 56 / Field 99

⑬ Follow the Iron Ball down the slope and step through the remains of the Crystal Wall. As you do, use your Winged Pikmin to clear out the Shearwigs that emerge from the ground. After you defeat the enemies, toss three of your Rock Pikmin into the nearby Dirt Mound. Throw one crew member out of the squad to wait in the area, then turn around and head back up the slope.

x28
Day 23
x76
Squad 0 / Field 99

⑭ By the time you return, your Pikmin should have finished constructing the bridge. Gather the idle Pikmin, then have your squad destroy the Dirt Wall to the south.

x28
Day 23
x76
13
Squad 75 / Field 99

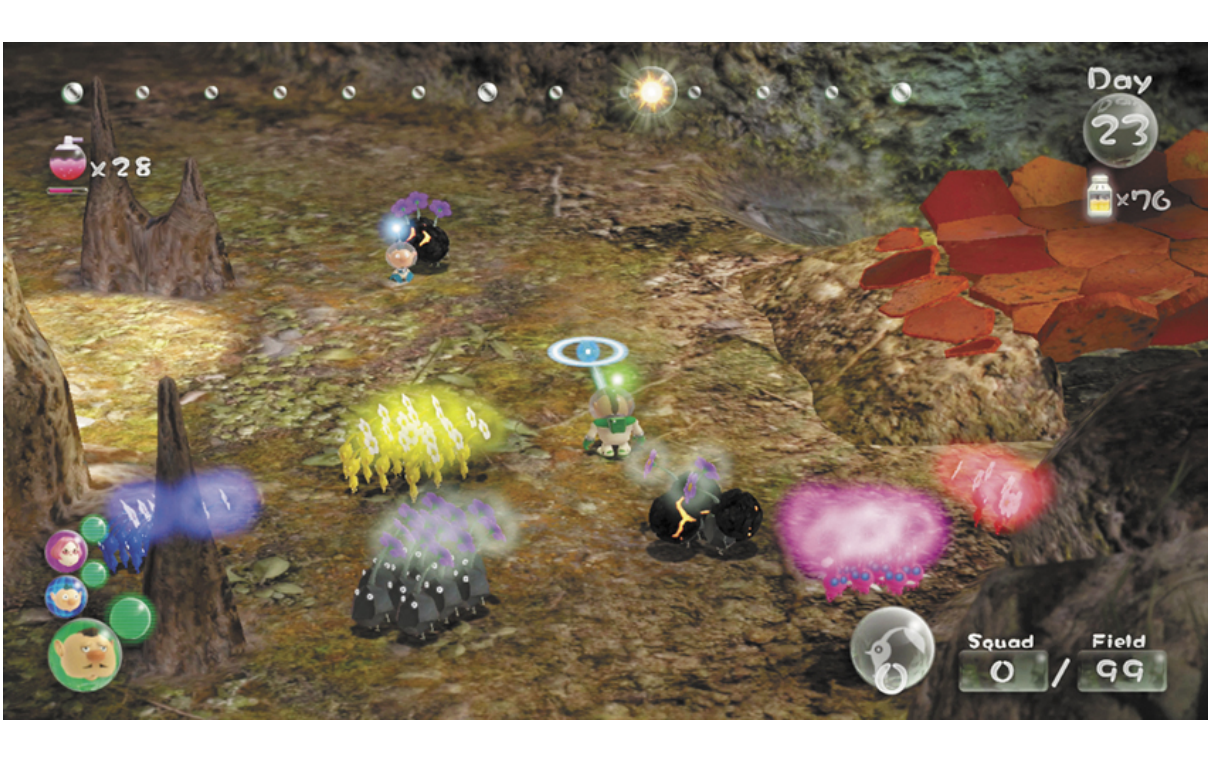
⑮ When the Dirt Wall is destroyed, step through the opening and clear out the Female Sheargrubs that emerge from the ground. Continue south and use your Rock Pikmin to defeat the Skutterchucks patrolling the area. When it's safe, toss your Rock Pikmin into the nearby Dirt Mound.

x28
Day 23
x76
3
Squad 3 / Field 99

Switch to the crew member you left at the bottom of the slope. By now, the Rock Pikmin assigned to the nearby Dirt Mound should have unearthed three Bomb Rocks. Gather the Bomb Rock-carrying Pikmin and lead them back up the slope. Move to a point near the recently build bridge.

**Tip**

After you move this small squad to the bridge, you can adjust Brittany's route to have her travel in a larger loop. This allows you to issue "Go Here" commands less often.



Switch back to the main squad. By now, the Rock Pikmin you sent into the nearby Dirt Mound should have unearthed another three Bomb Rocks. Gather your Pikmin, then back out of the area and meet up with the Bomb Rock-carrying Pikmin by the bridge. Dismiss your squad to separate the Pikmin, then gather all of the Pikmin that aren't holding Bomb Rocks.

x28
10
Day 23
x76
15
Squad 81 / Field 99

⑯ Lead the main squad onto the bridge and have your Winged Pikmin attack the Arachnode on the web in front of you.

x28
Day 23
x76
7
Squad 76 / Field 99

⑰ After you destroy the web, cross the bridge and use your remaining Rock Pikmin to destroy the Large Crystal to the north.

x28
0
Day 23
x76
3
Squad 6 / Field 99

⑱ Switch to the crew member waiting across the bridge. Gather the remaining Bomb Rock-carrying Pikmin and lead your small squad across the bridge. Move through the opening created when you destroyed the Large Crystal and move north. Use three of your Bomb Rocks to destroy the Reinforced Wall at the end of the path.

**Tip**

Destroying the Reinforced Wall creates a shortcut that will come in handy on the following day.

x28
0
Day 23
x76
2
Squad 6 / Field 99

⑲ After the explosion, collect the Data File near the remains of the Reinforced Wall. Turn back and destroy the mushrooms to the southwest to uncover a hidden Data File.

x28
12
0
Day 23
x76
12
Squad 78 / Field 99

⑳ Switch back to the main squad and destroy the Dirt Wall to the south. Use your Pikmin to clear out the Male Sheargrubs that emerge from the ground, or use one of your remaining Bomb Rocks to clear the pests with a single attack.

x28
0
Day 23
x76
15
Squad 80 / Field 99

㉑ Follow the path as it winds back to the area you've already explored. Clear out the Male Sheargrubs that appear along the way.

x28
0
Day 23
x76
2
Squad 10 / Field 94

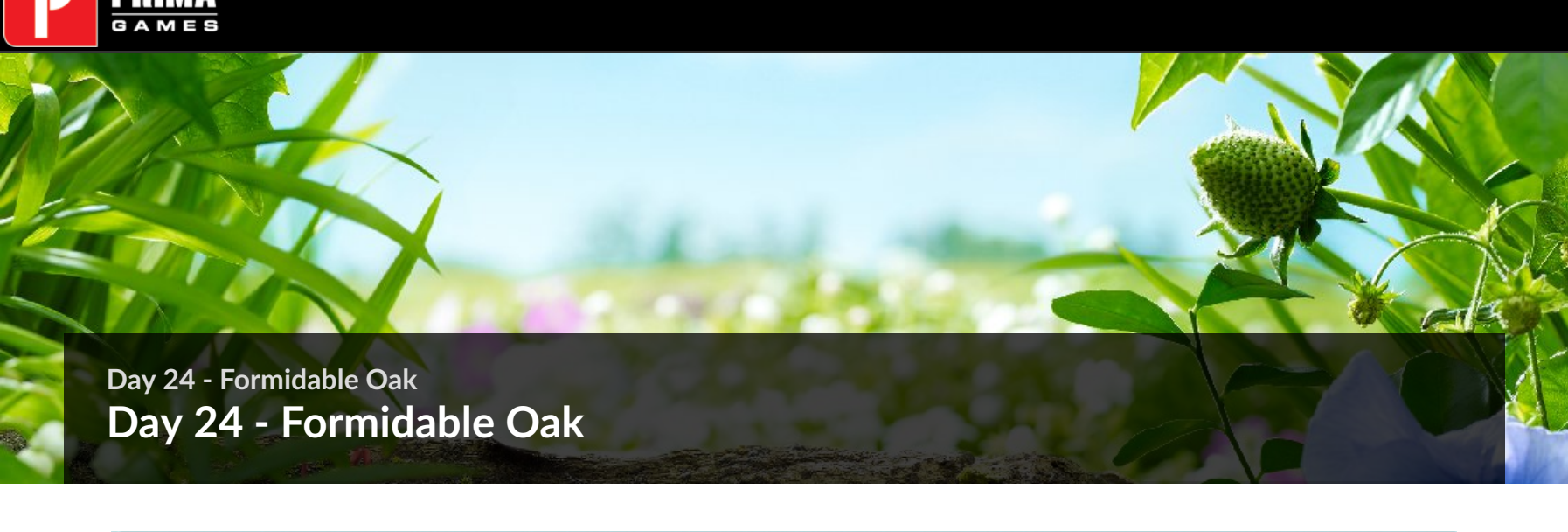
At this point, there isn't likely to be much daylight left. You're free to keep exploring, but it's best to save new tasks for the following day. Gather your idle Pikmin, then switch to Brittany and gather the Pikmin assigned to Olimar. End the day to resume the chase in the morning.

**Progress Report: Day 23**

Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 23:

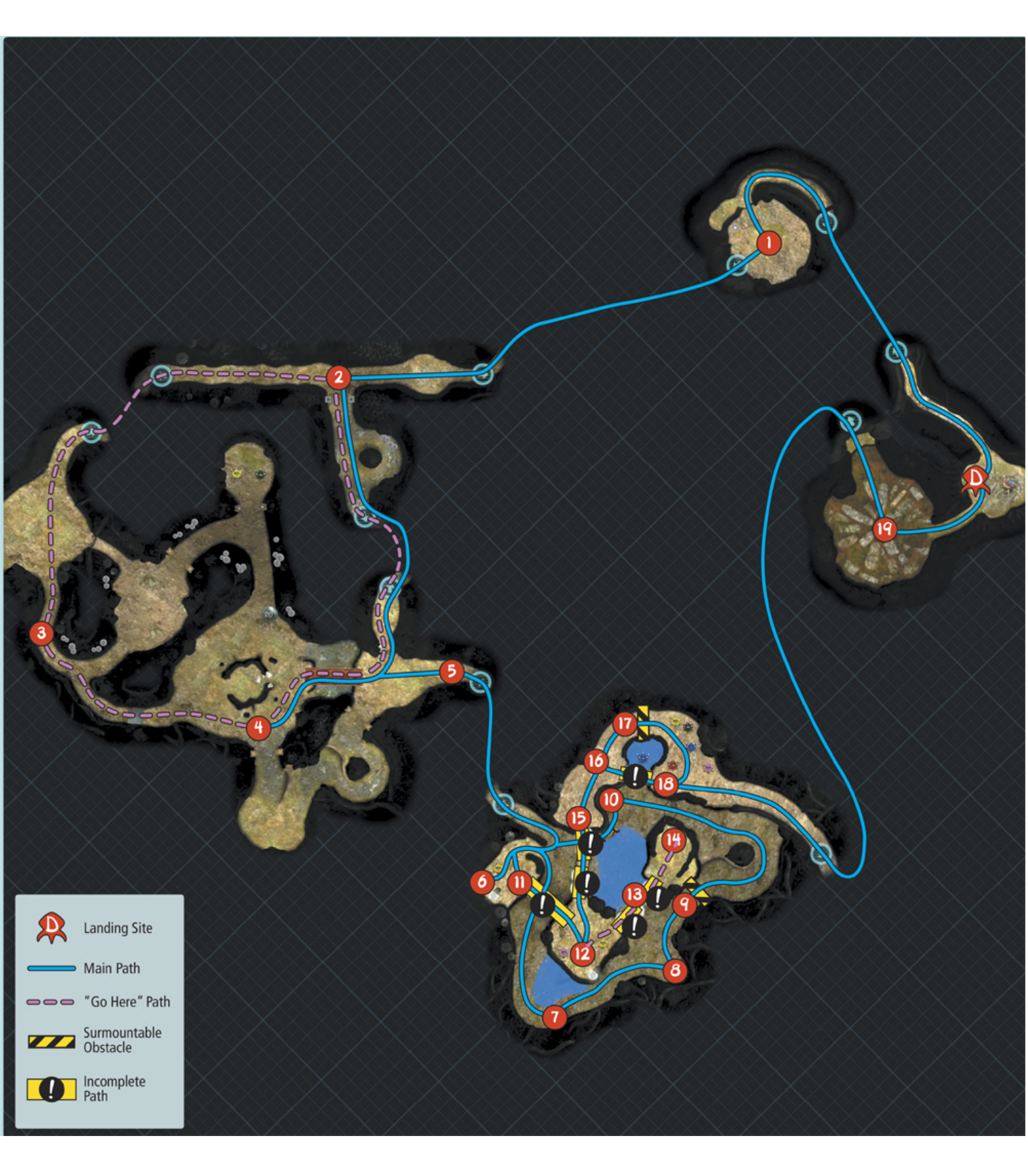
- Push the Paper Bag into place.
- Construct the bridge in the first half of the Formidable Oak.
- Destroy the Reinforced Wall located just inside the Formidable Oak.

Return to the Formidable Oak when you're ready to begin Day 24.



Day 24 - Formidable Oak

# Day 24 - Formidable Oak

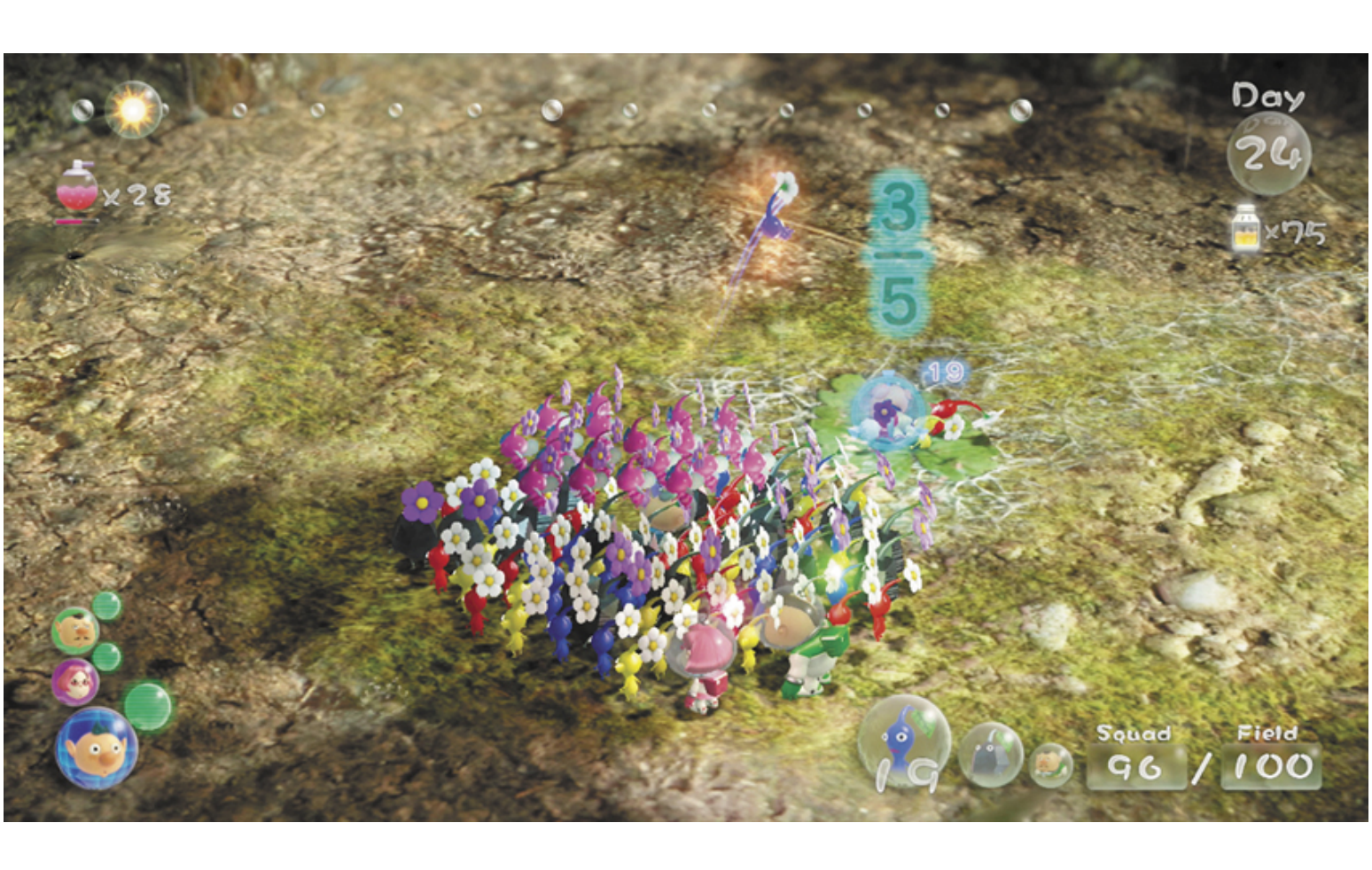


Map: Formidable Oak

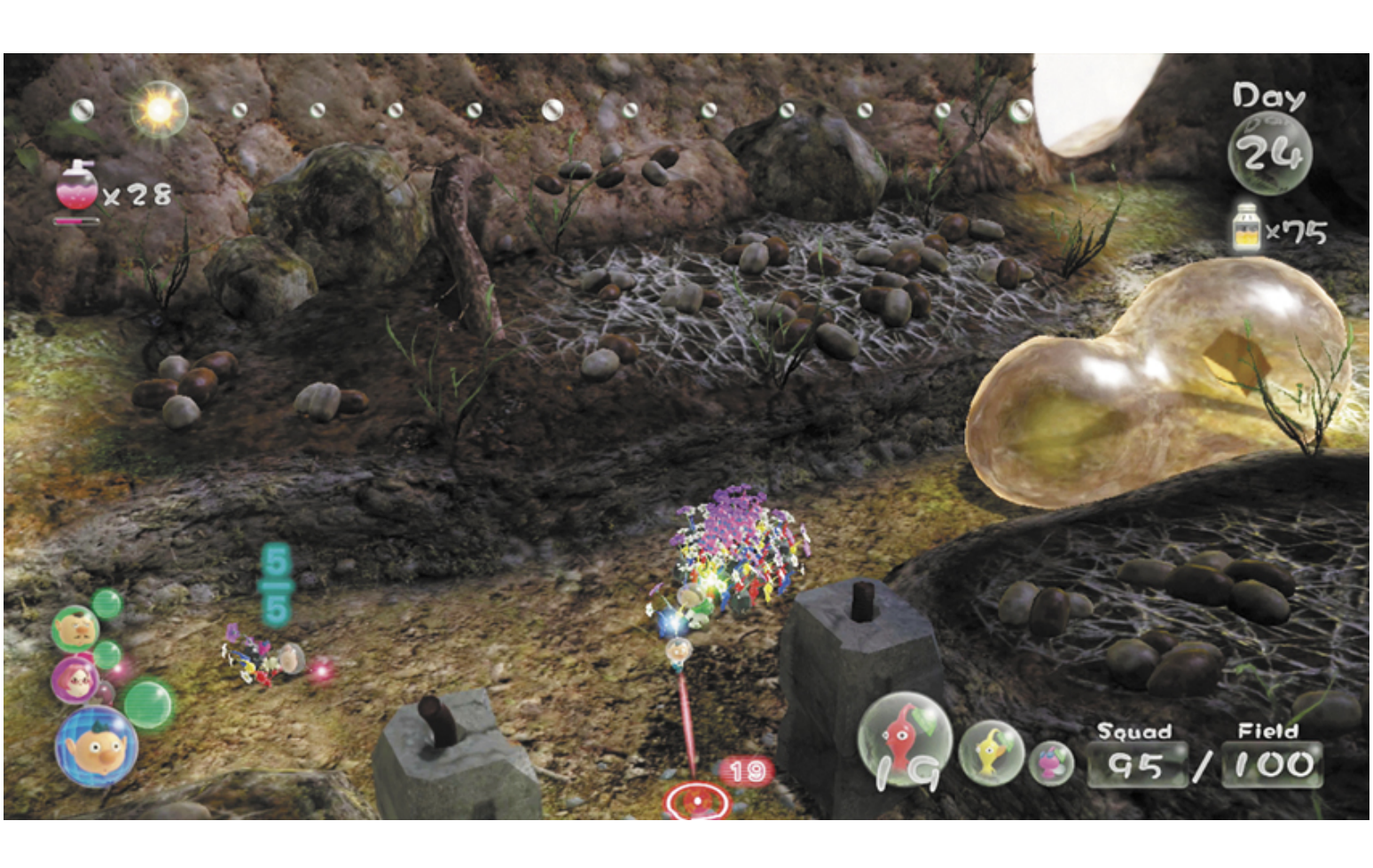
Remaining Juice: 75 canisters

Objectives: Keep Captain Olimar safe as you finish securing a path to the landing site.

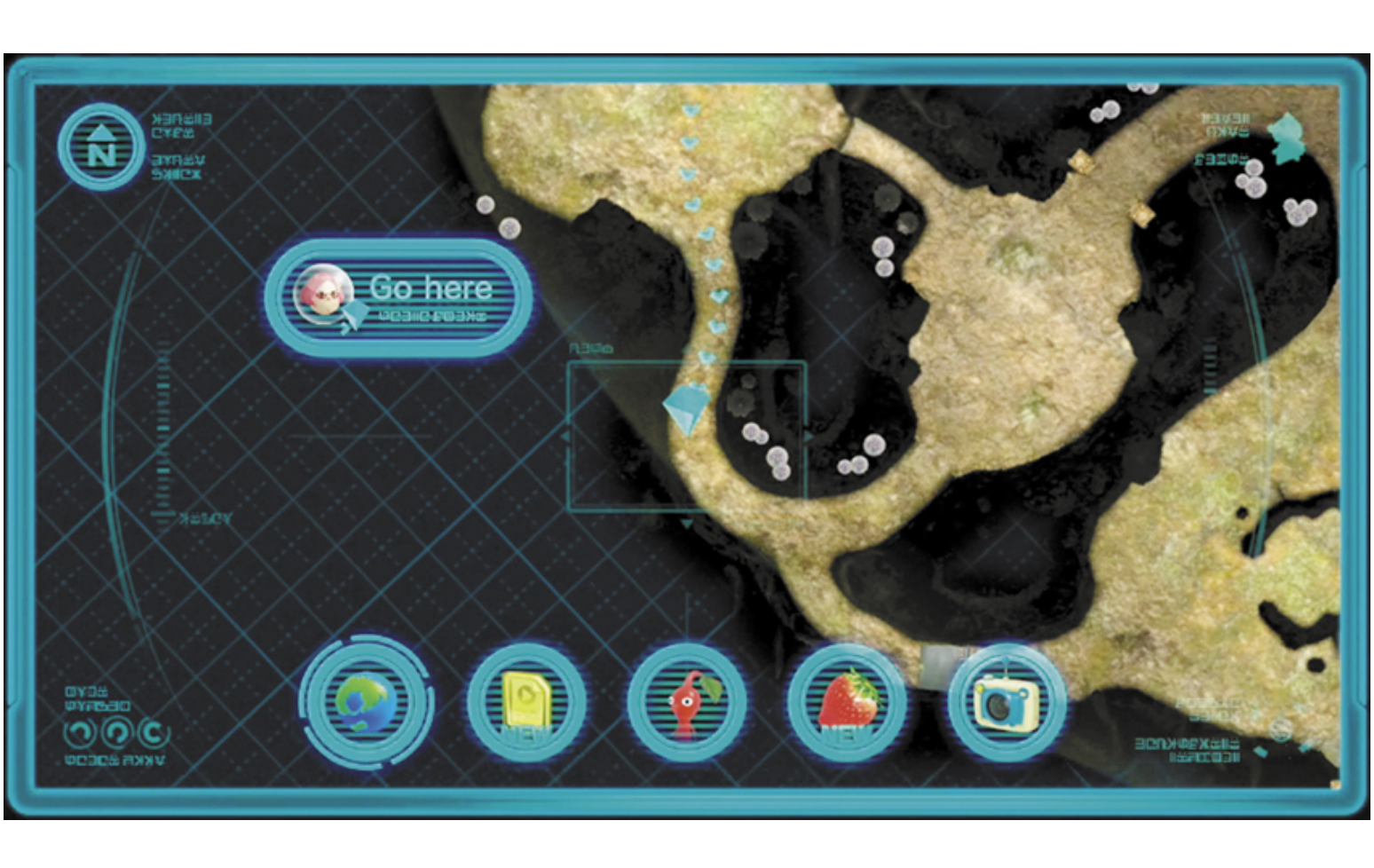
The crew members have made some good progress, but they still haven't secured a safe route back to the landing site. Find Captain Olimar and elude the Mysterious Life-Form as the main squad forges a path through the area's large cave.



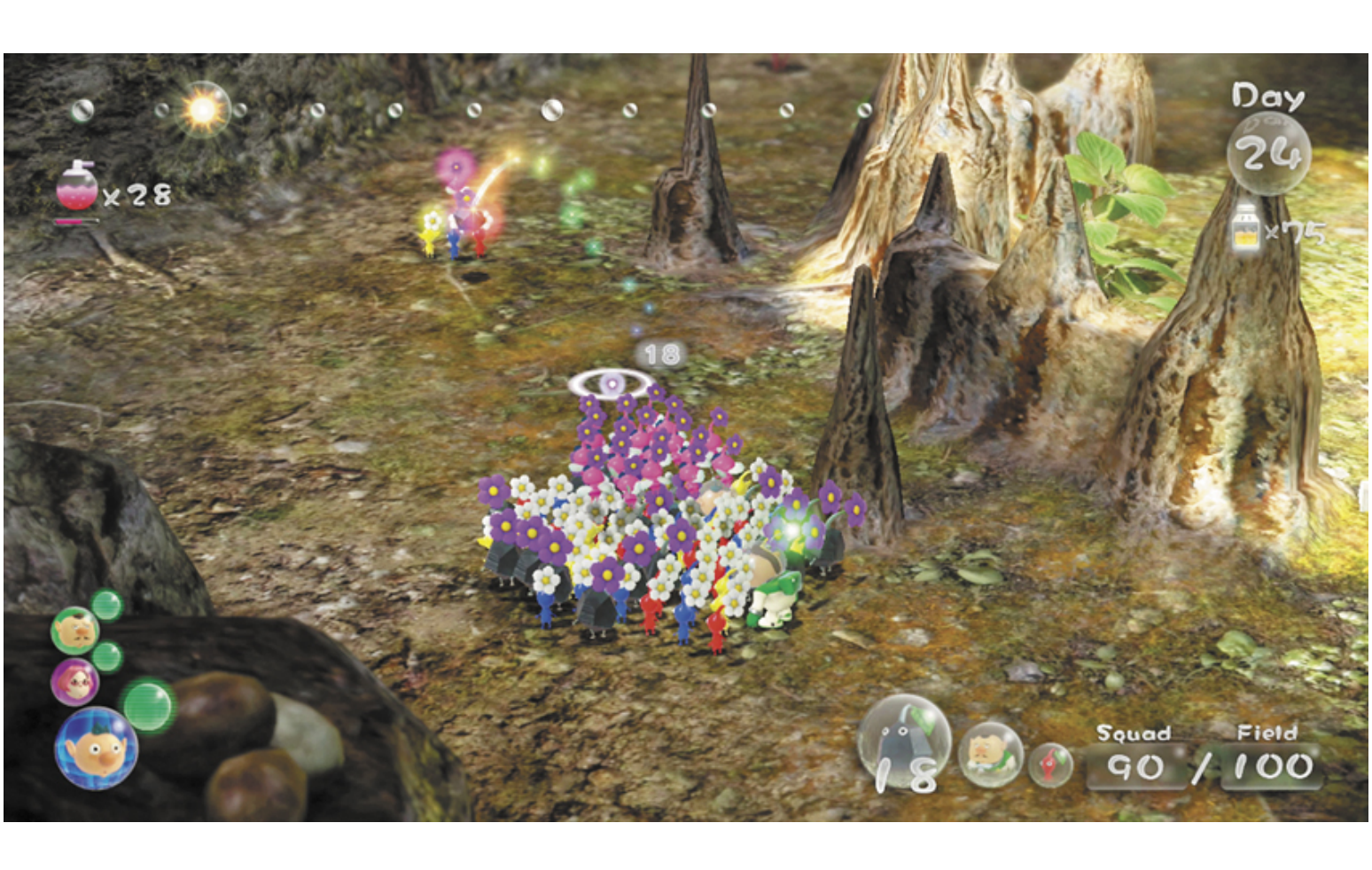
1 When the day starts, move to the Onion and call down 20 of each Pikmin type. Follow the path to the north, then drop down from the ledge to find Olimar lying on the ground. Assign a total of five Pikmin (one Pikmin of each type) to carry Olimar. When you do, Brittany leads the small squad into the nearby passage.



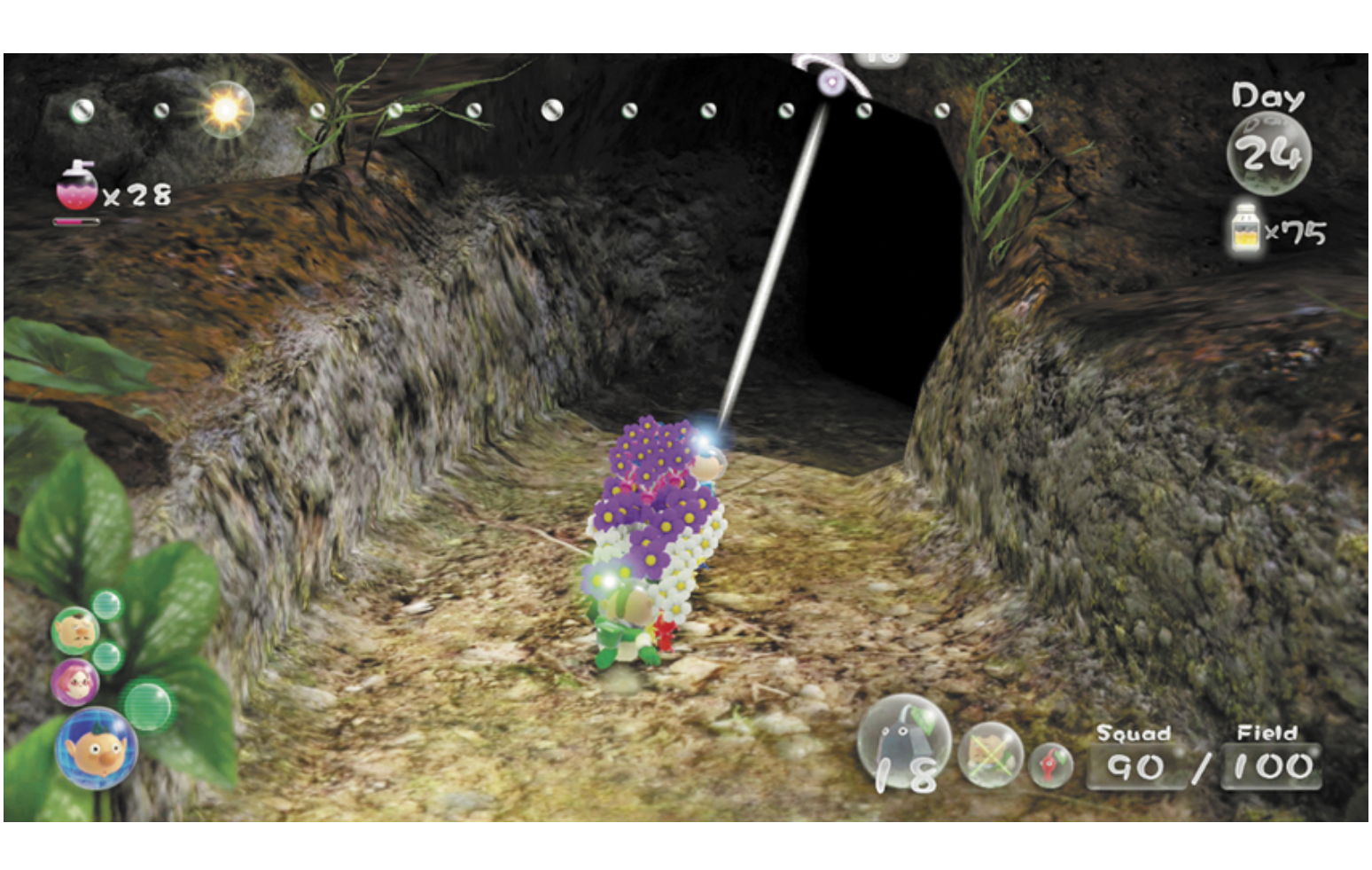
2 Follow Brittany to find her waiting in the passage. The Mysterious Life-Form appears just behind you, so move your main squad through the remains of the Reinforced Wall you destroyed on the previous day.



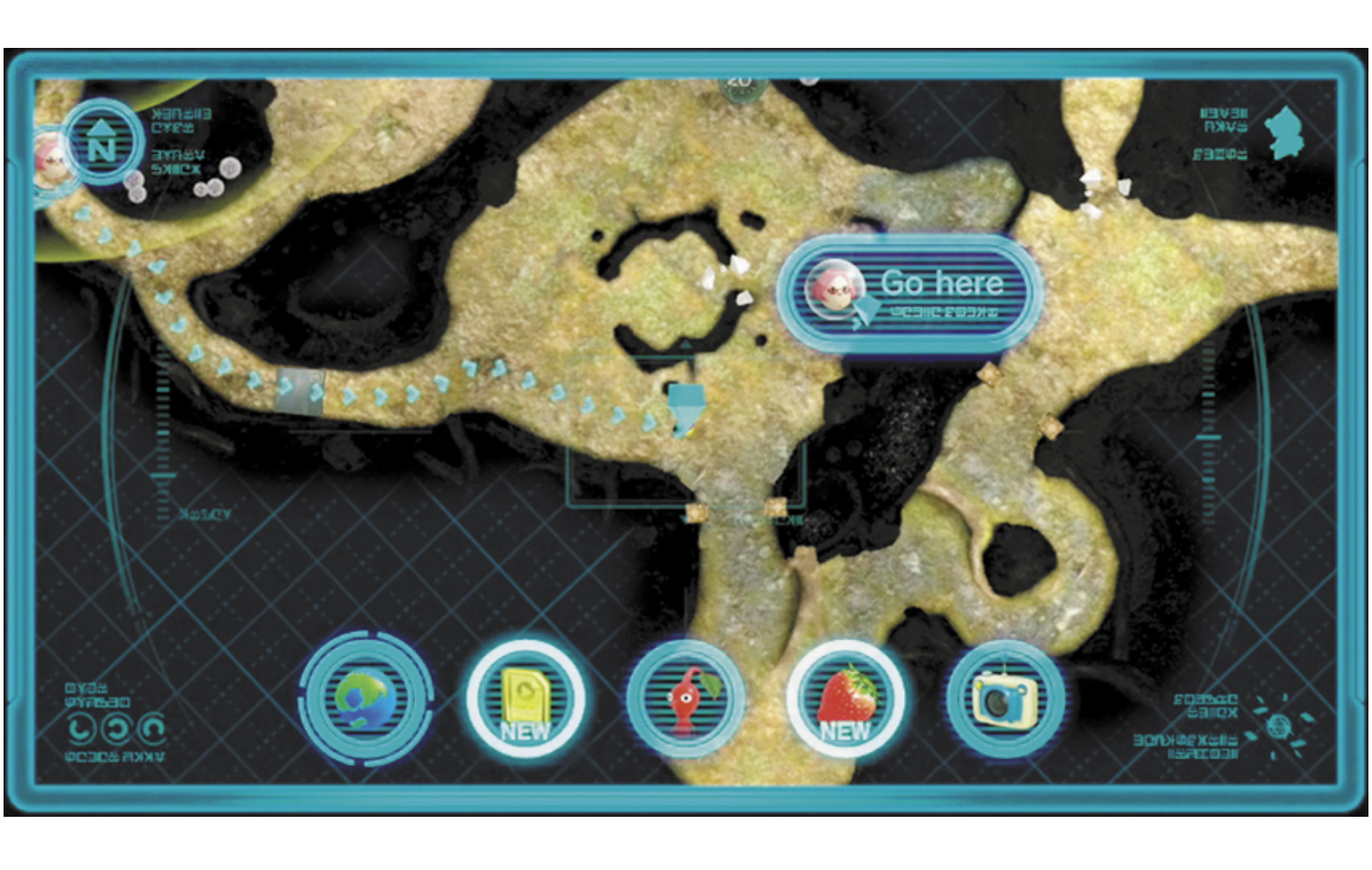
3 Switch to Brittany and use the "Go Here" command to send her through the next area. Choose a point that ensures she'll lead the Mysterious Life-Form away from the main squad.



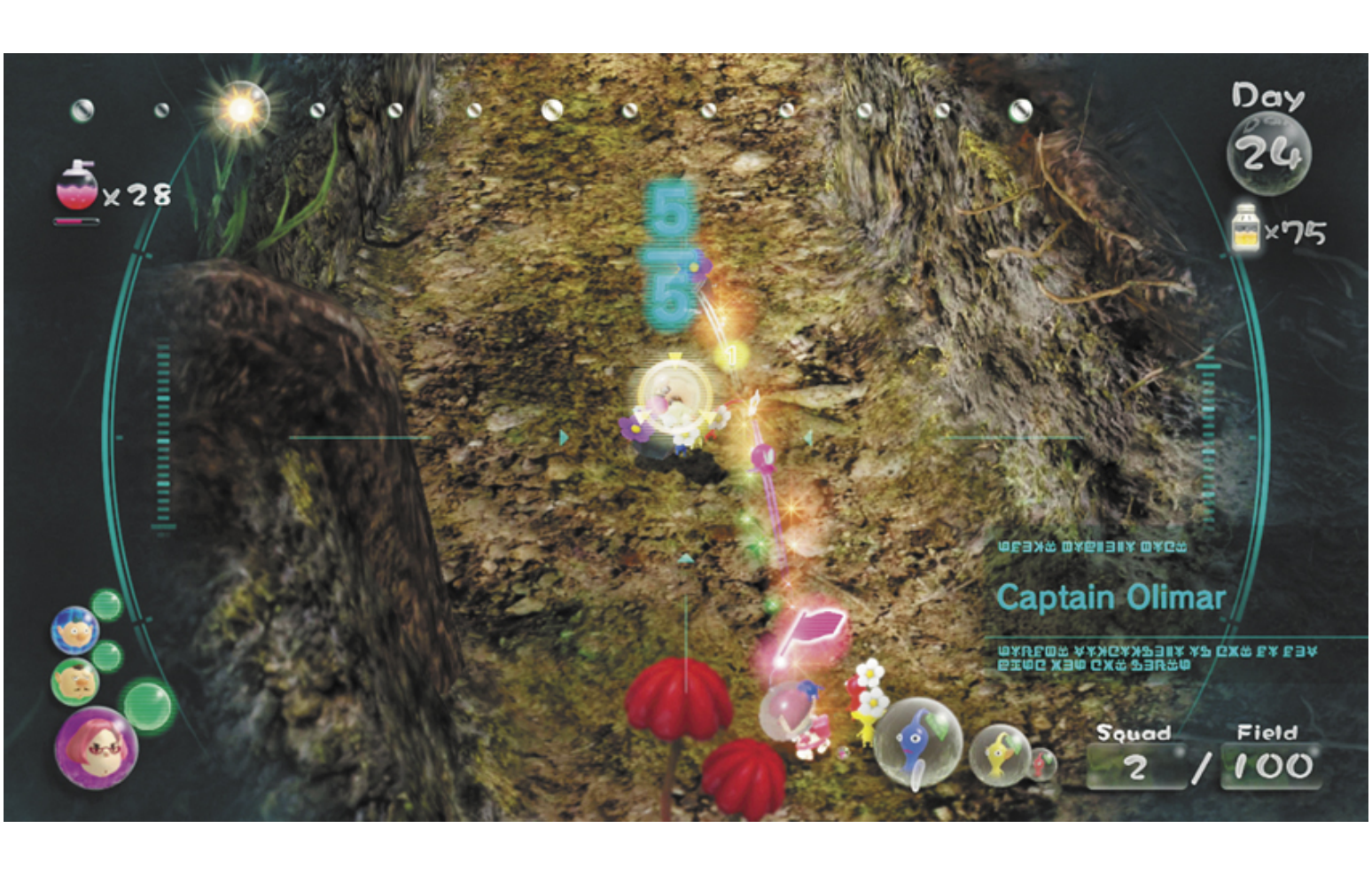
4 As Brittany distracts the Mysterious Life-Form, switch back to the main squad and move south. Before you head into the Formidable Oak's large cave, cross the bridge you constructed during the previous day, then leave five Pikmin (one Pikmin of each type) to help carry Olimar when Brittany passes through the area.



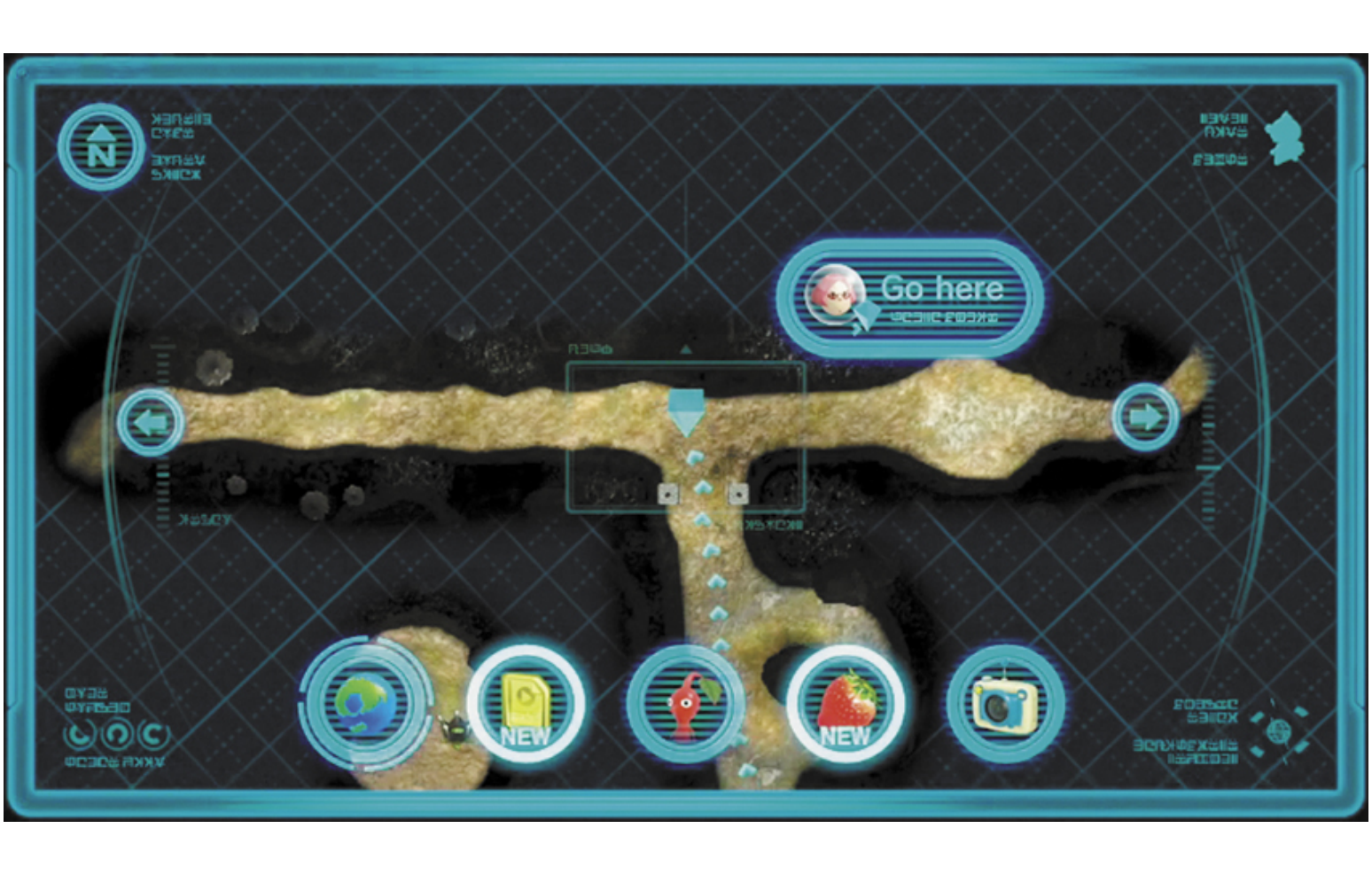
5 Once these Pikmin are in place, move back across the bridge and enter the cave to the east.



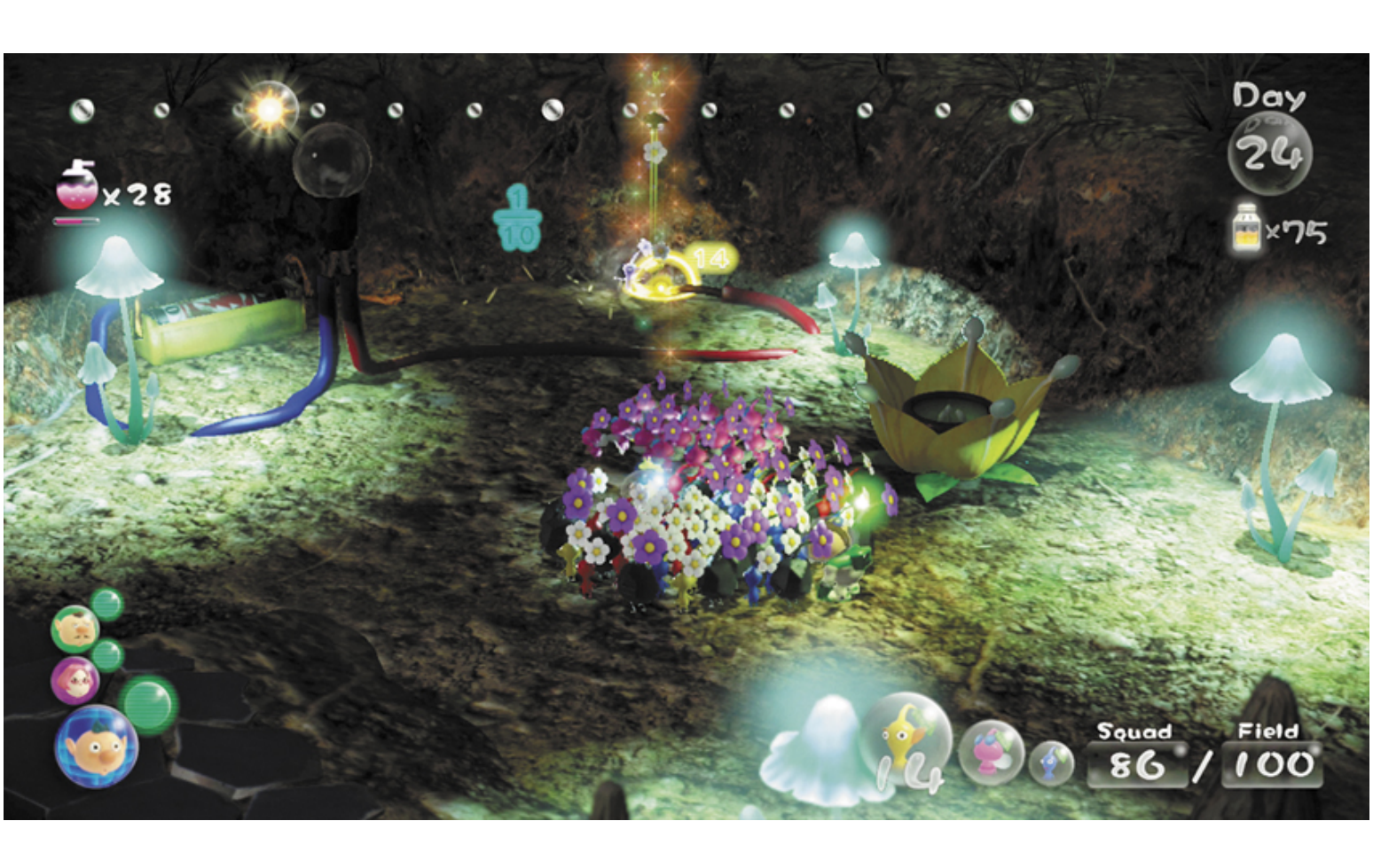
When your main squad is safely out of the area, switch back to Brittany and use the "Go Here" command to send her to the small group of idle Pikmin.



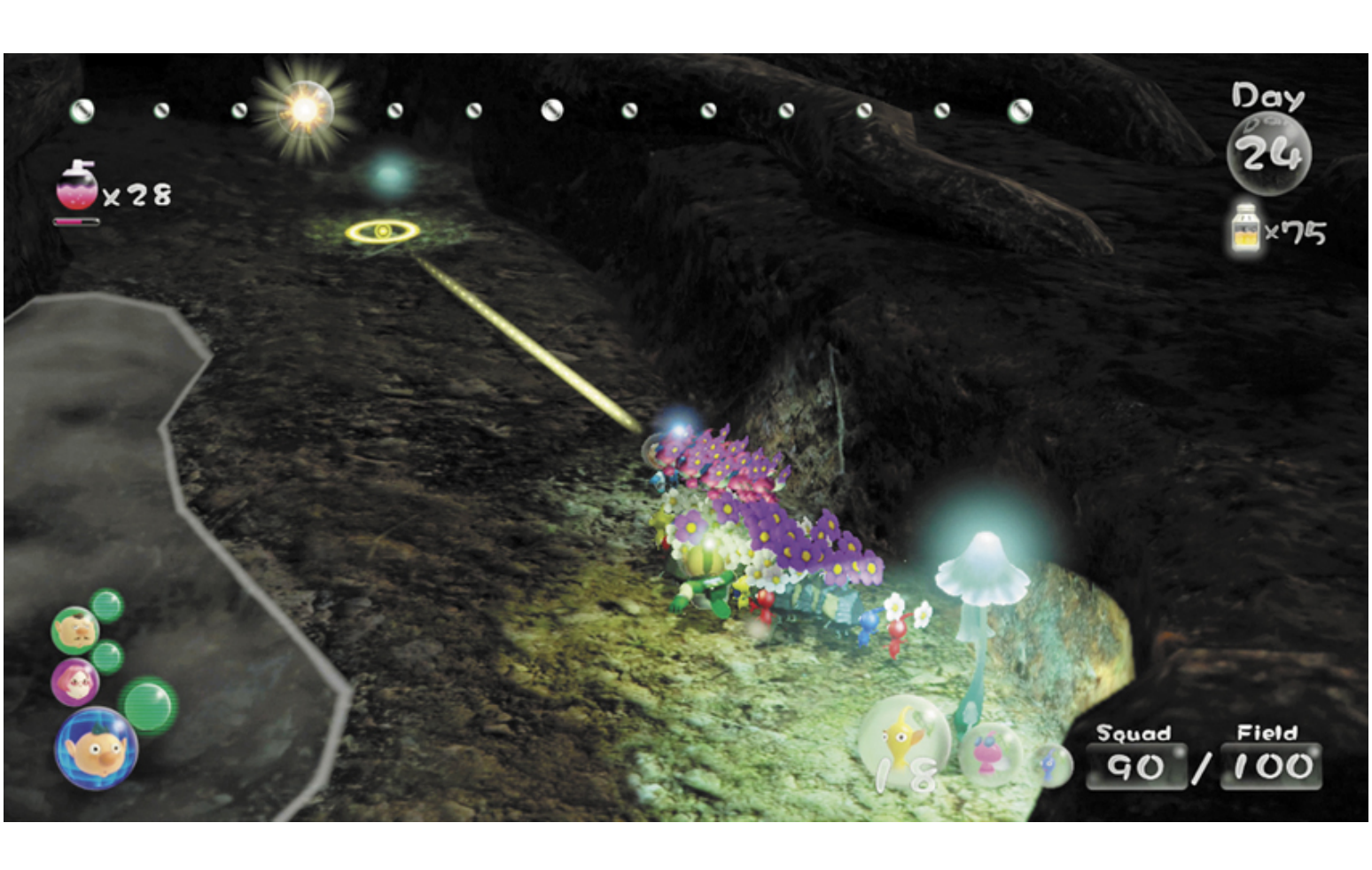
As you lead the main squad through the large cave, watch for Brittany's notification. When she reaches the Pikmin, switch to Brittany, gather the Pikmin, and assign them to help carry Captain Olimar.



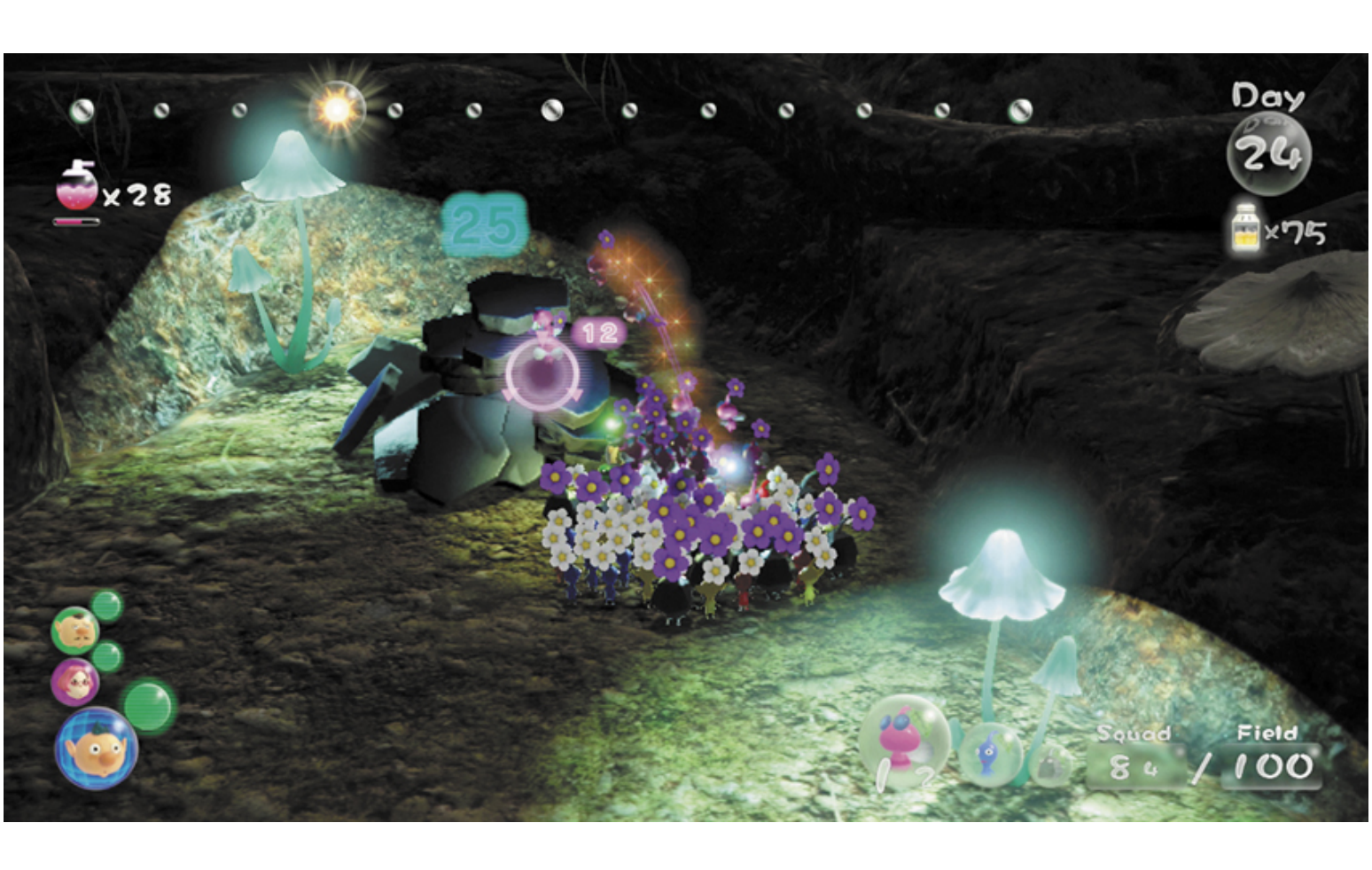
With 10 Pikmin assigned to the task, it's much easier for Captain Olimar to keep up with Brittany. Use the "Go Here" command to send Brittany through the remains of the Reinforced Wall to the point at which she started the loop. As the day continues, move Brittany along this loop to keep Captain Olimar away from the Mysterious Life-Form.



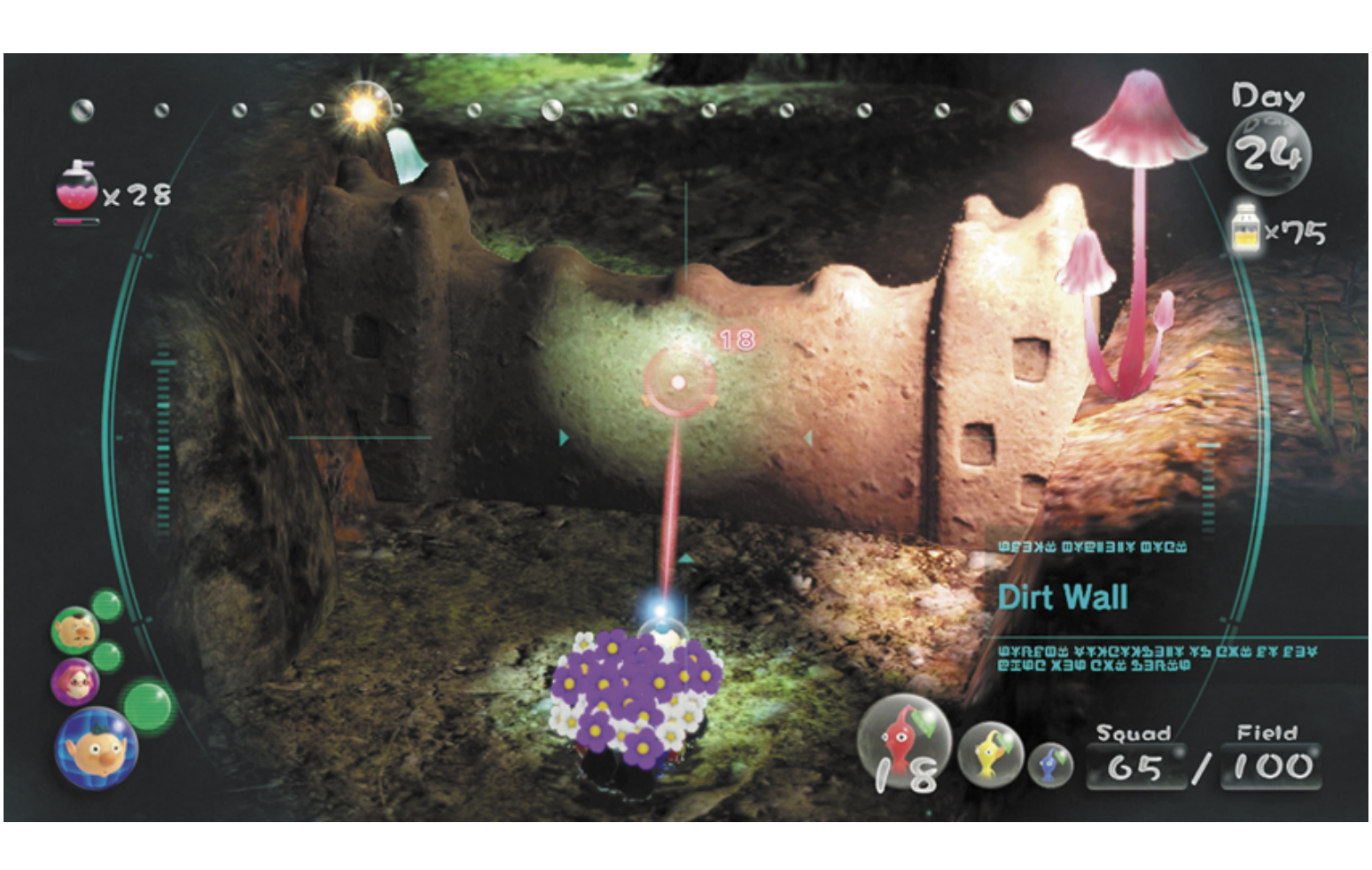
6 After you lead the main squad into the large cave, follow the path toward the Bloominous Stemples, then turn around and climb up to the small platform along the cave's west wall. This platform contains an incomplete bridge, a yellow Candypop Bud, and an Electrode. Toss 10 Yellow Pikmin onto the Electrode to complete the circuit and open two of the nearby Bloominous Stemples.



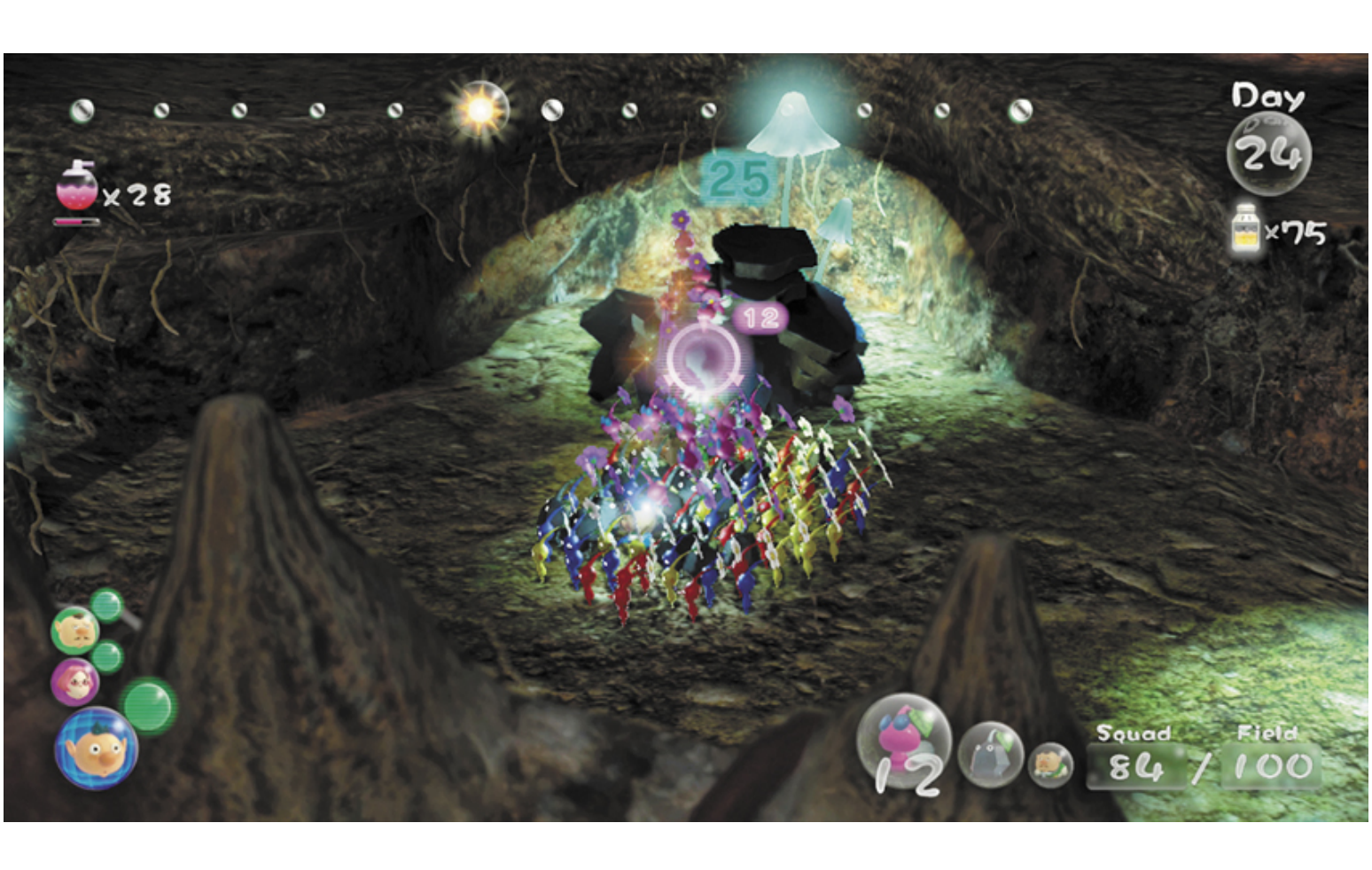
7 Gather your Pikmin and lead them back down from the platform. Move south and follow the path as it curves around the edge of the water. Pass over the buried Glowcaps along the path to help illuminate the area.



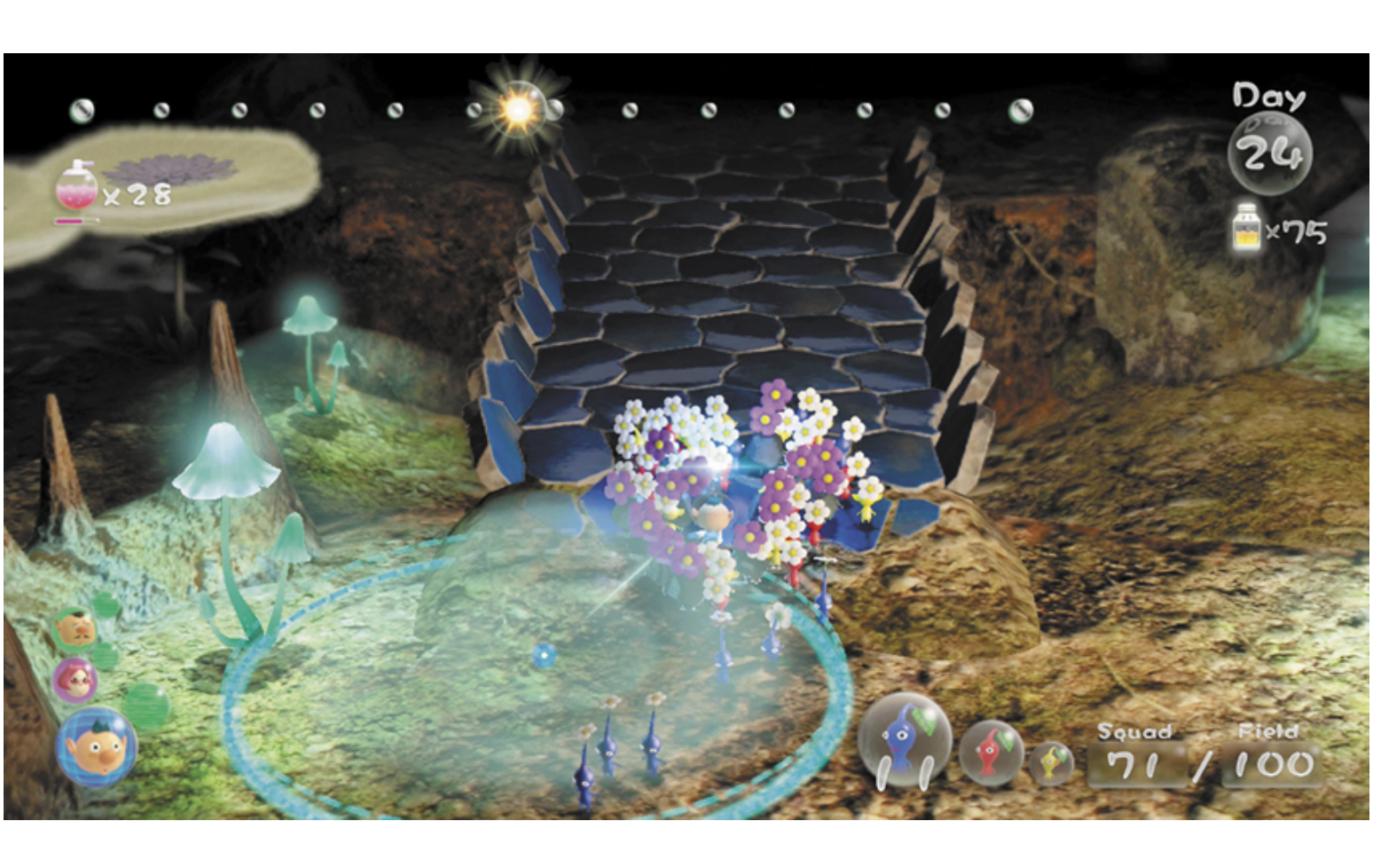
8 As you follow the path, look for the Fragments piled in a small alcove along the cave's east wall. Toss all of your Winged Pikmin and seven of your Blue Pikmin onto the Fragments. Because these Pikmin can cut across the water, it shouldn't take long for them to finish transporting the Fragments.



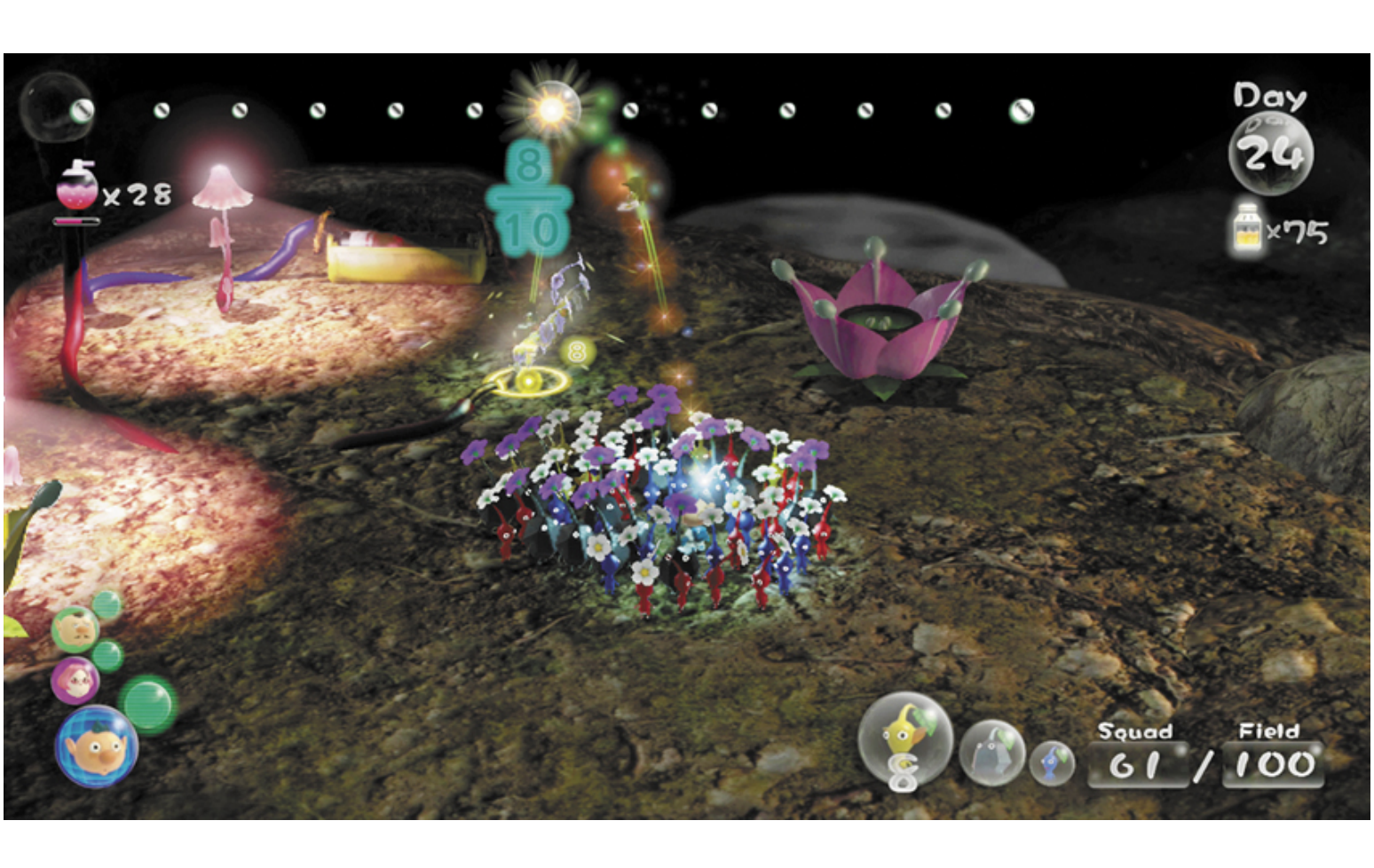
9 As your Pikmin deliver the Fragments, have the rest of your squad destroy the Dirt Wall to the north. As the squad attacks, move back to the alcove and wait for the other Pikmin to return from delivering Fragments.



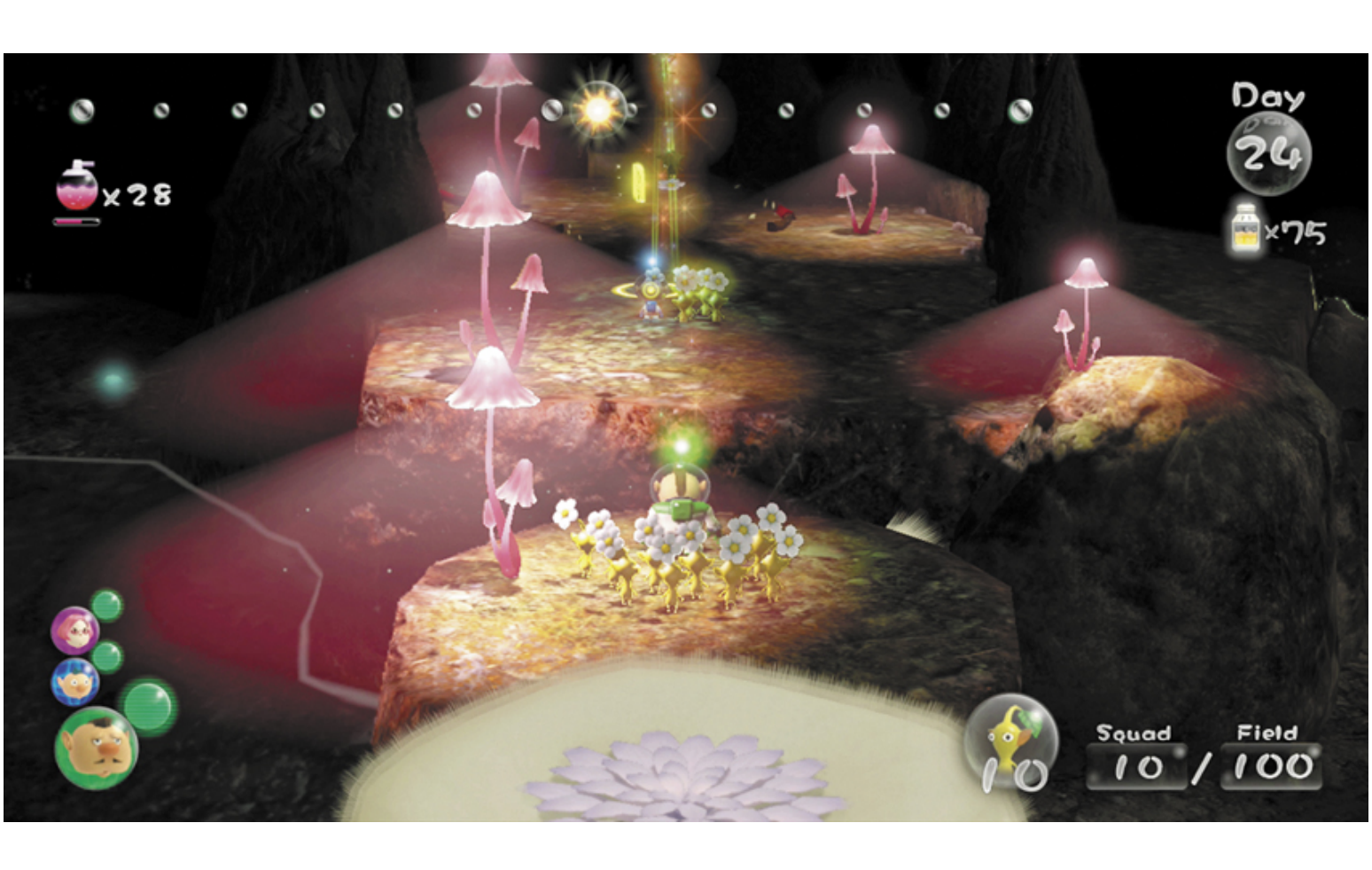
10 Gather your Pikmin as they complete their deliveries. When the Dirt Wall is destroyed, reassemble your squad and head through the opening. Follow the path as it winds its way to another Fragment pile. Assign 25 Pikmin to carry the Fragments, then follow them as they head to the bridge.



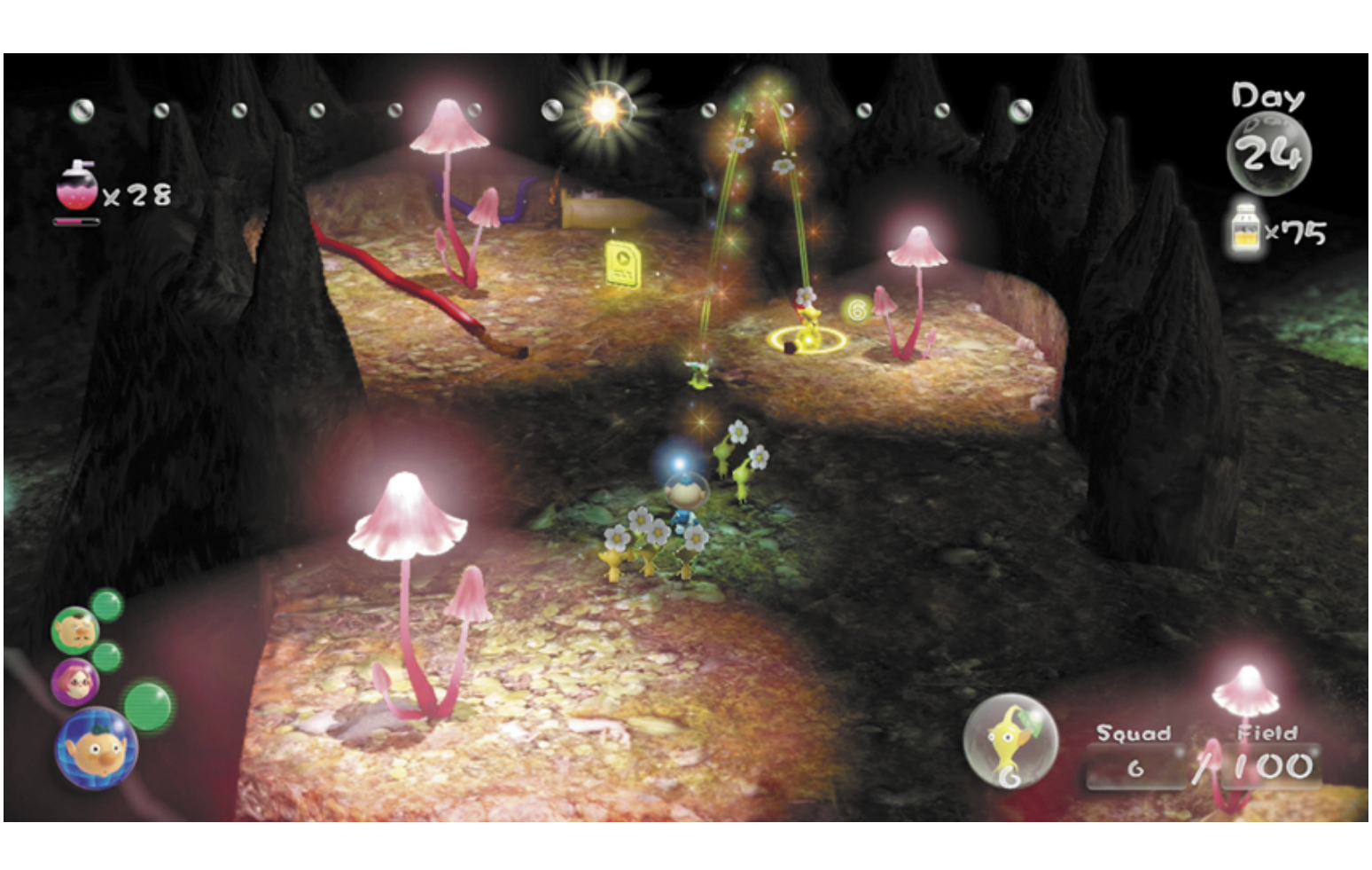
11 Gather your Pikmin as they complete their deliveries to prevent them from returning to the Fragment pile's original location. When all of the Fragments are in place, cross the completed bridge to reach one of the cave's central platforms.



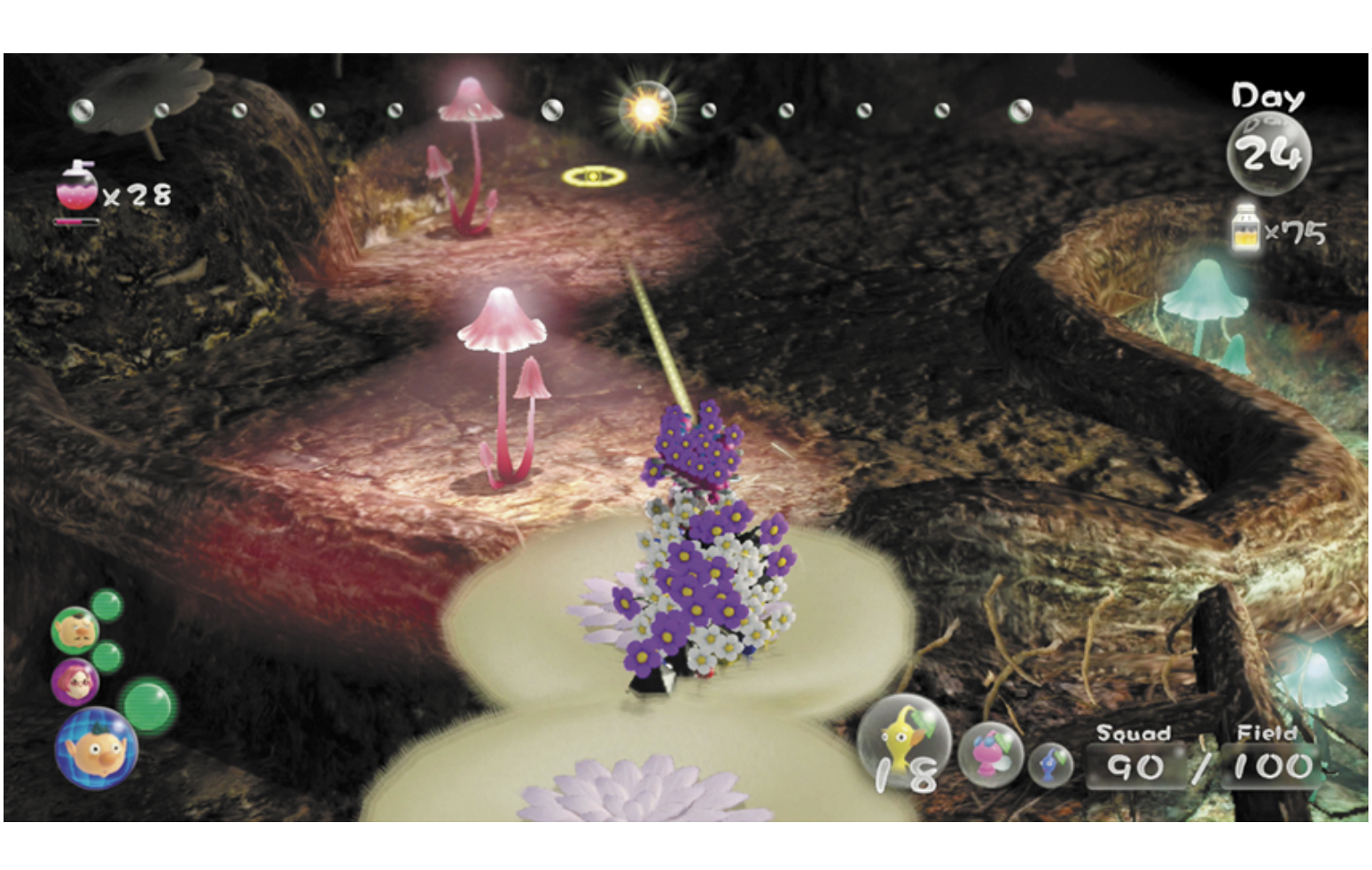
12 This platform contains a two Candypop Buds and an Electrode. Throw 10 Yellow Pikmin onto the Electrode to complete the circuit and open two of the nearby Bloominous Stemples.



13 Dismiss your squad to separate the Pikmin types. Gather your Yellow Pikmin and the extra crew member, then lead them across the Bloominous Stemples at the platform's east edge. When you reach the end of the path, toss a crew member and 10 Yellow Pikmin across the gap.



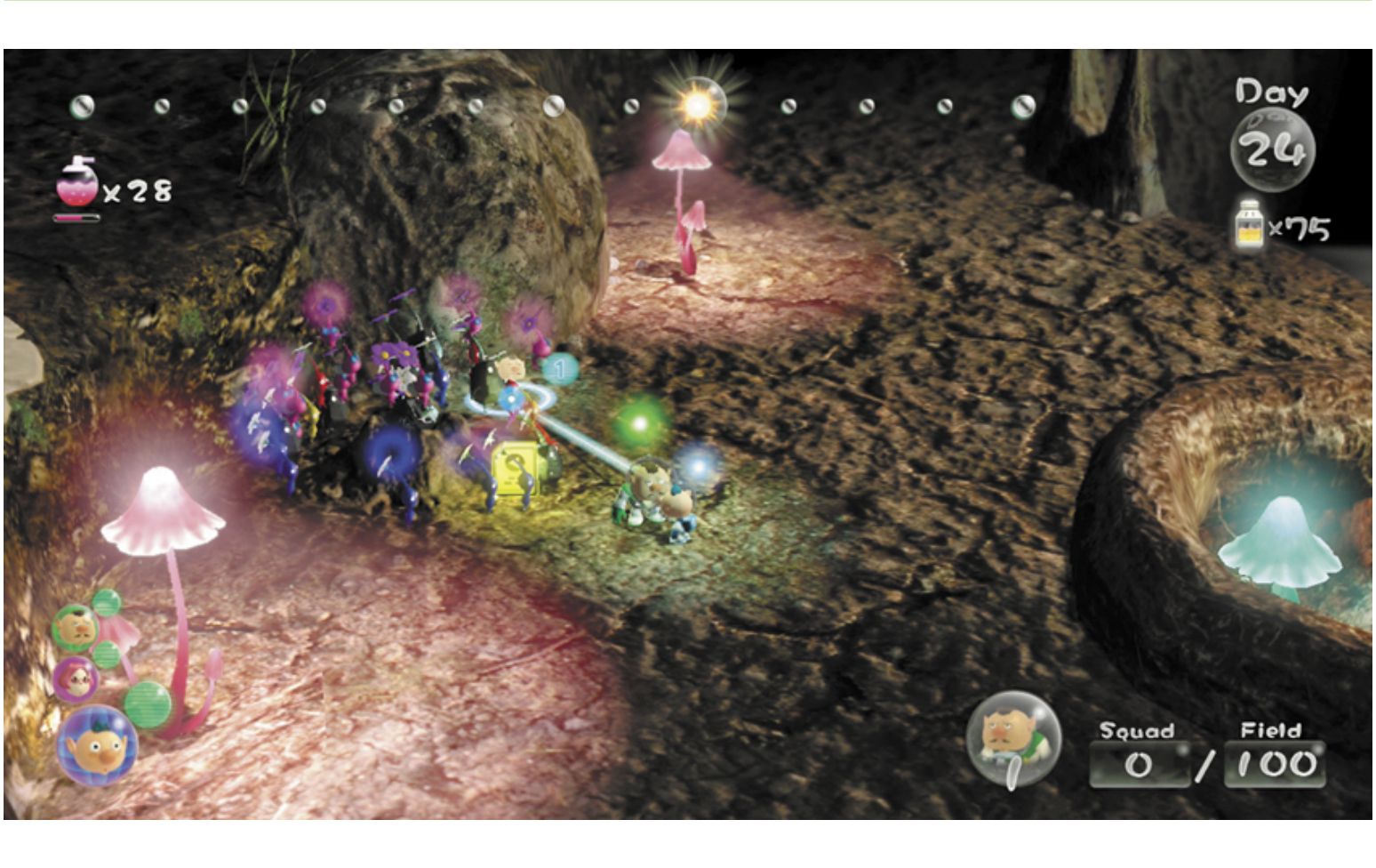
14 Switch to the crew member across the gap and gather the Yellow Pikmin. Toss your squad onto the nearby Electrode to complete the circuit and open the cave's remaining Bloominous Stemples.



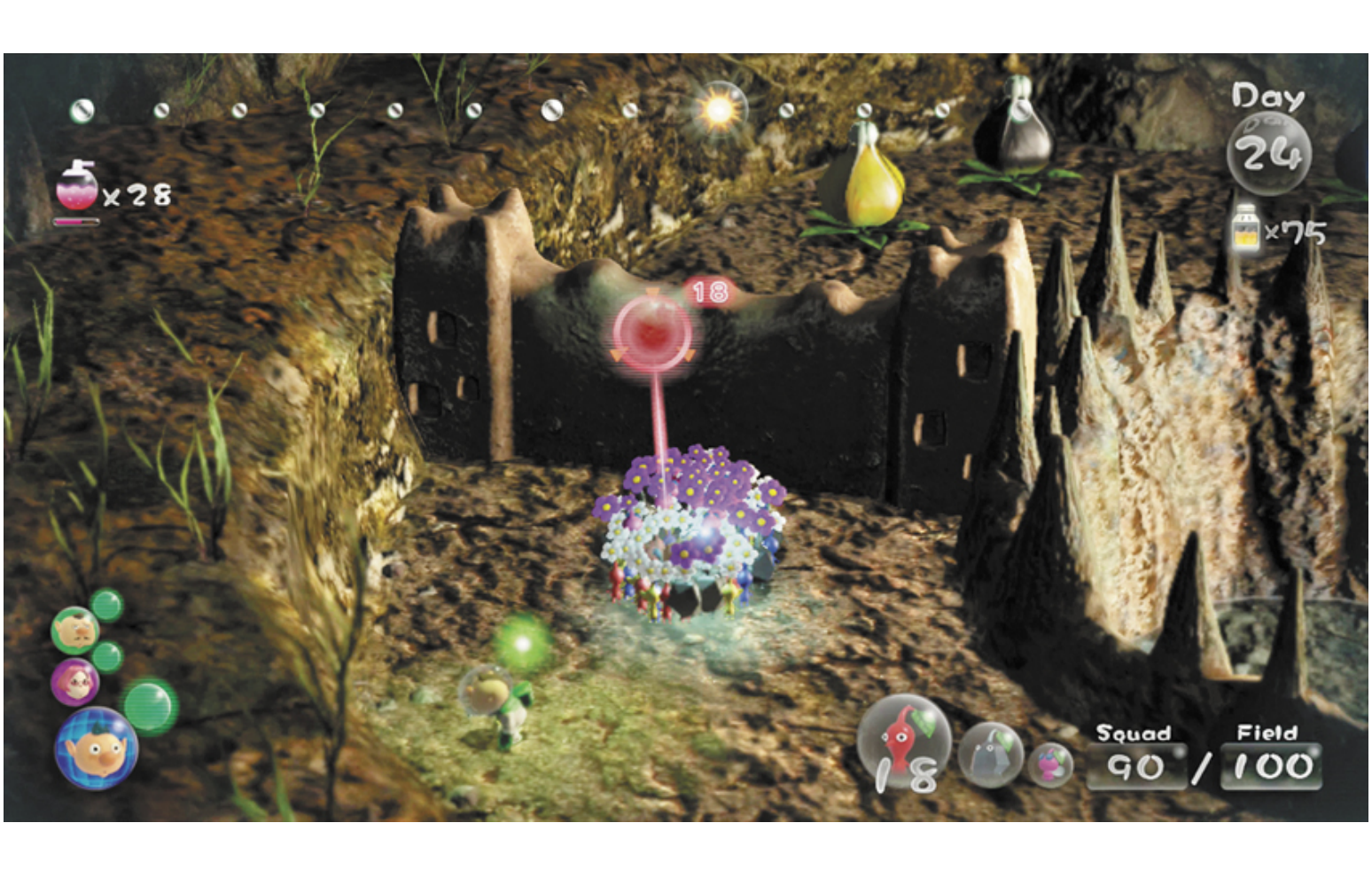
15 Gather your Yellow Pikmin, move back across the Bloominous Stemples, then reassemble your main squad. Lead the large group across the Bloominous Stemples on the platform's north edge to find the raised path along the cave's north wall. If you encounter an Arachnode, use your Rock Pikmin to quickly defeat it. If the path is clear, follow it along the edge of the cave.

### Tip

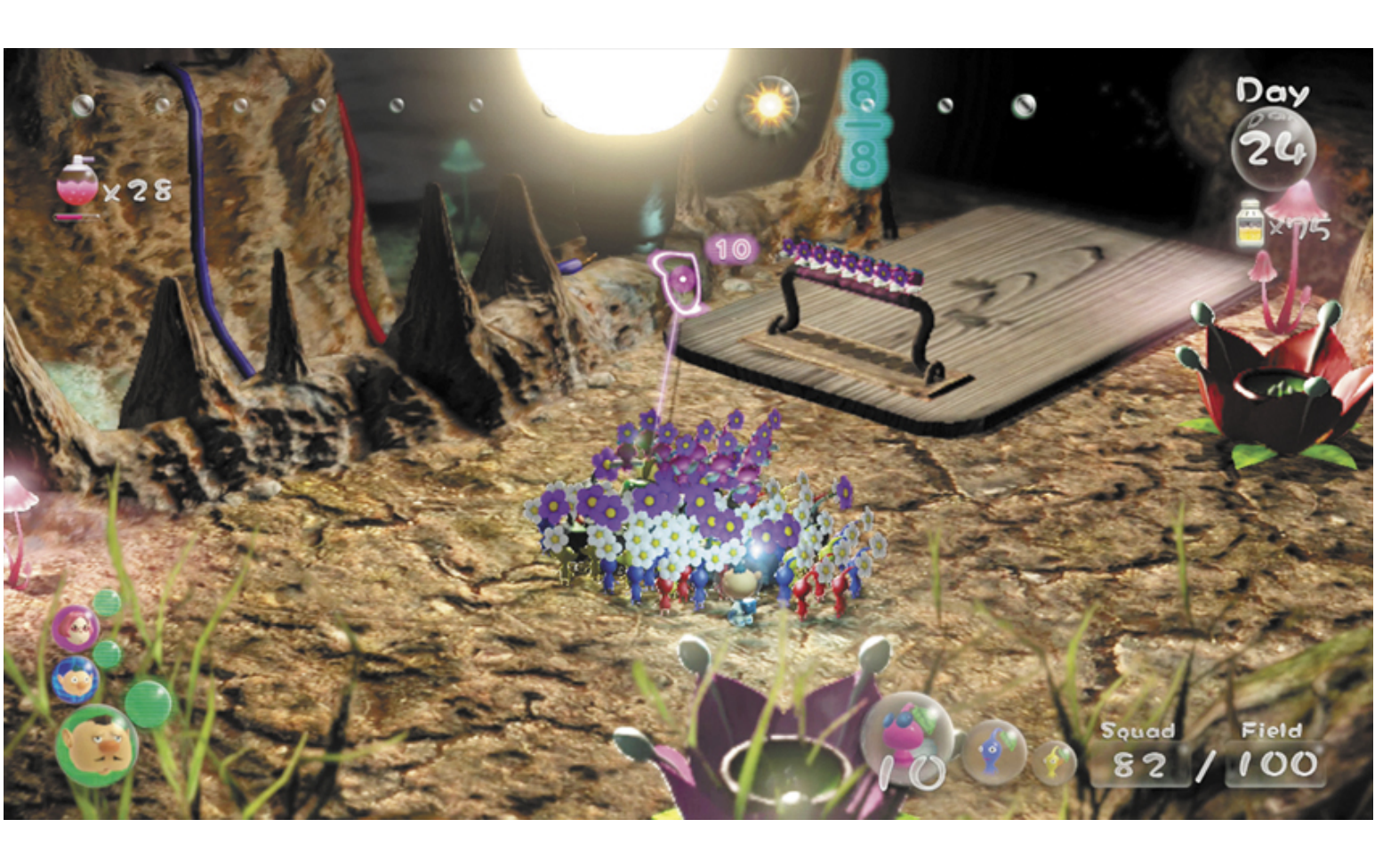
With such a large squad crossing the Bloominous Stemples, it's possible a few Pikmin will slip off of the path. If this happens, toss one crew member down to the main path and have him gather the stranded Pikmin. (Brittany is busy distracting the Mysterious Life-Form, so the crew member could be either Alph or Captain Charlie.) Use the "Go Here" command to have this small squad catch up to you as you deal with the upcoming obstacles.



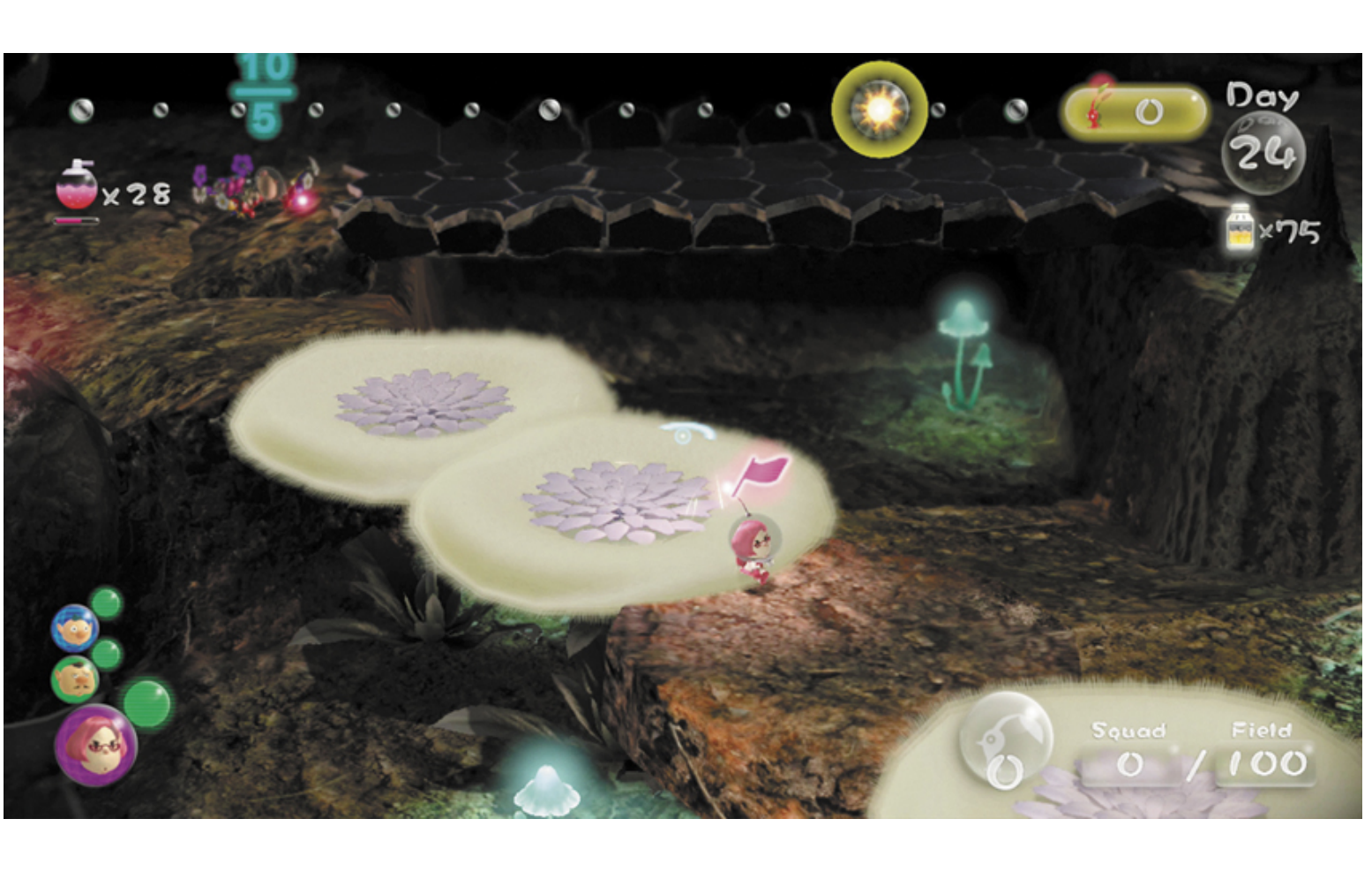
16 Follow the raised path to find a Dirt Mound near the cave's west wall. Send your Pikmin into the Dirt Mound to uncover a Data File.



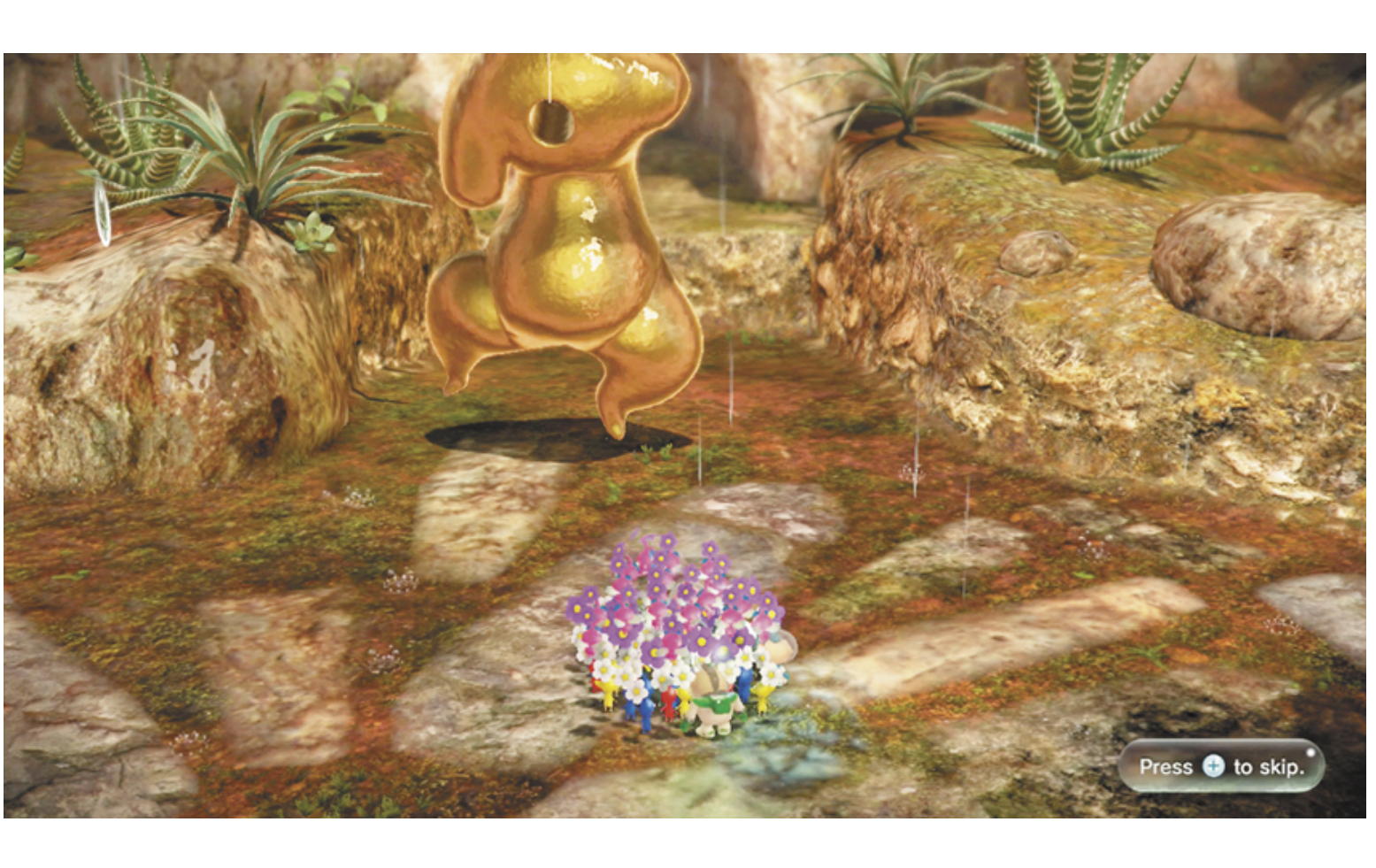
17 After you collect the Data File, move north and have your squad destroy the Dirt Wall blocking your path.



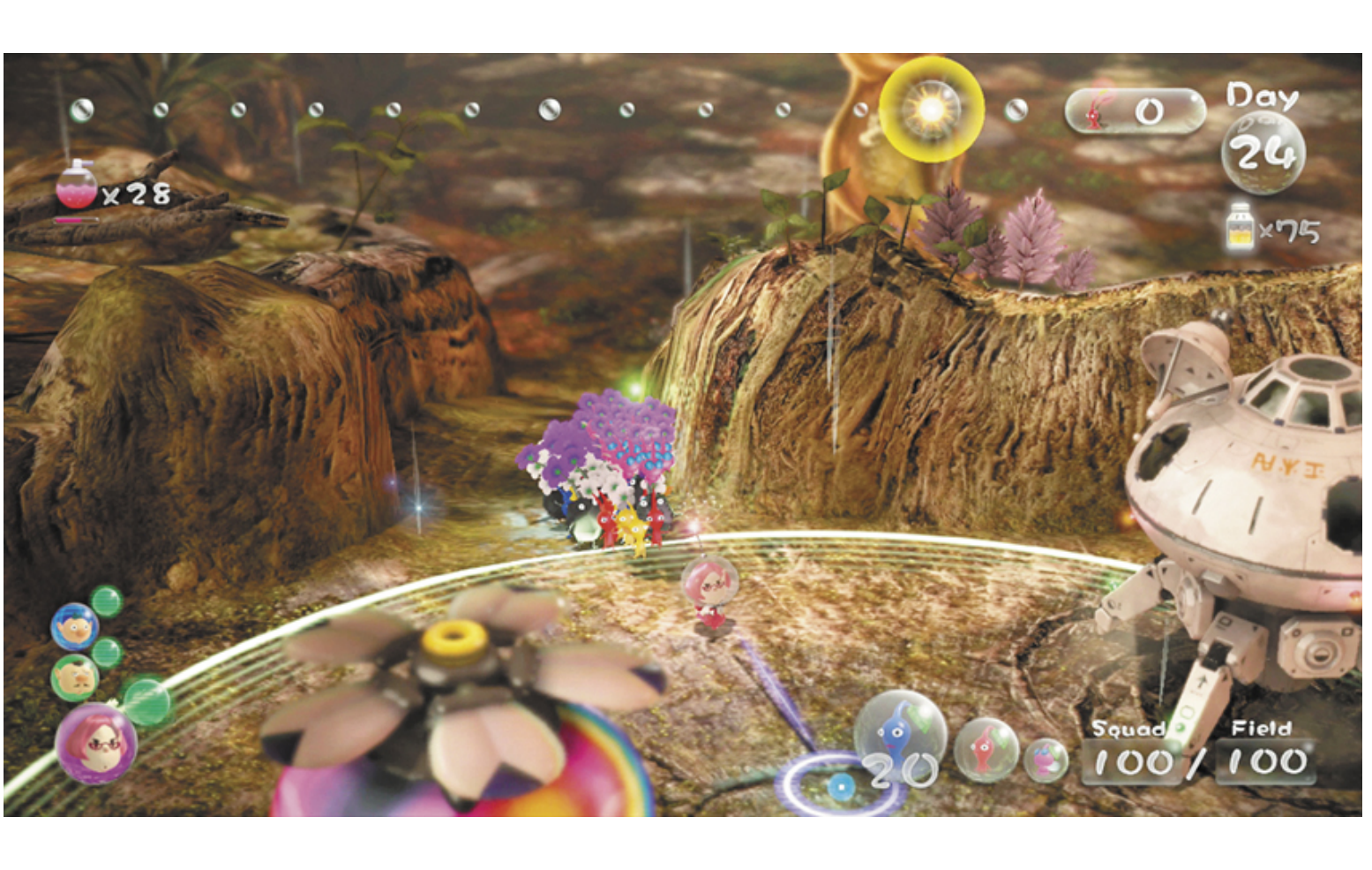
18 When your squad finishes with the Dirt Wall, gather your Pikmin and follow the path as it curves south. Toss eight Winged Pikmin onto the nearby Clipboard. When the Clipboard flips over, it creates a makeshift bridge, bypassing a good portion of the raised path.



Switch to Brittany and cancel her active "Go Here" command to take direct control of her squad. Lead the Pikmin carrying Captain Olimar into the large cave and plot a route to rendezvous with the main squad. Your Pikmin might drop behind a bit, but they should be able to stay well ahead of the Mysterious Life-Form.



19 Gather the main squad and follow the raised path to exit the large cave. When you do, the Mysterious Life-Form follows you outside, absorbs Captain Olimar, and transforms into the Plasm Wraith.



You're free to start this boss battle now, but there's not likely to be much daylight left. Use the path to the east to lead your Pikmin back to the landing site. If you like, you can use the remaining time to head back into the Formidable Oak and search for any Data Files you might have missed. Otherwise, just use the pause menu to end the day.

### Progress Report: Day 24

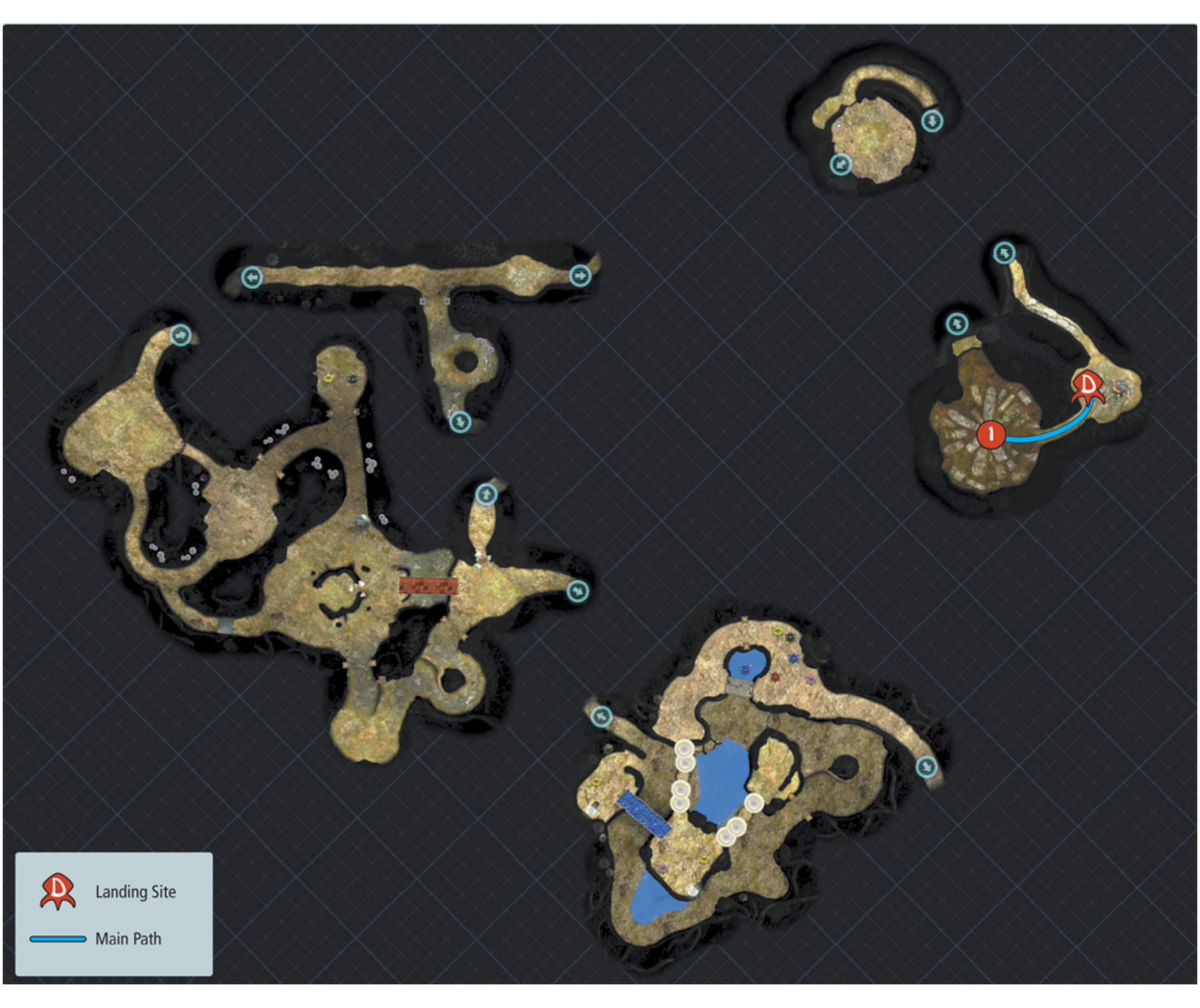
Aside from basic exploration and preparation, you should have completed the following tasks by the end of Day 24:

- Build the bridge in the large cave.
- Open all of the large cave's Bloominous Stemples.
- Destroy any obstacles you encounter in the large cave.
- Carry Captain Olimar through the large cave and into the enclosure west of the landing site.

Return to the Formidable Oak when you're ready to begin Day 25.

Day 25 - Formidable Oak

# Day 25 - Formidable Oak

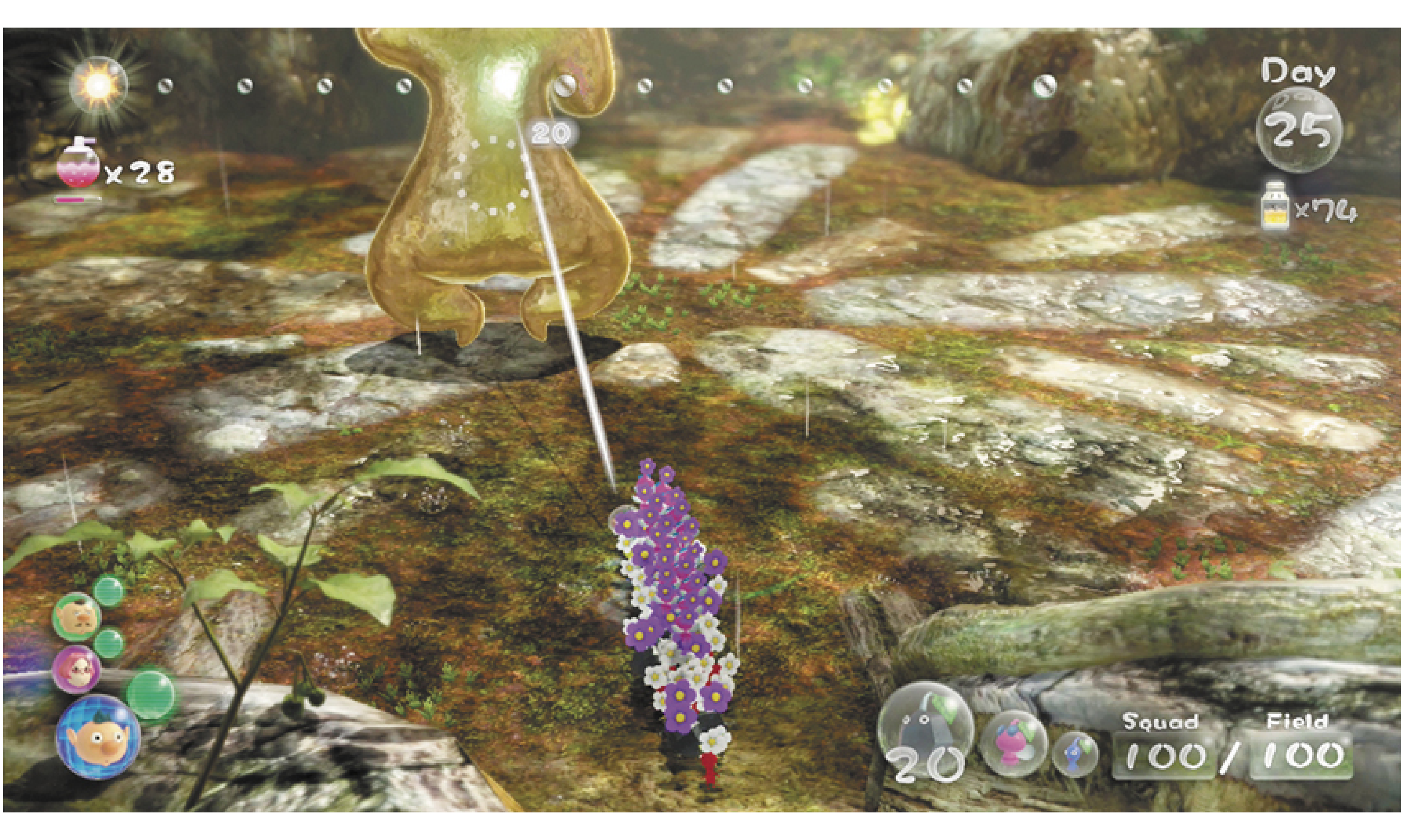


Map: Formidable Oak

Remaining Juice: 74 canisters

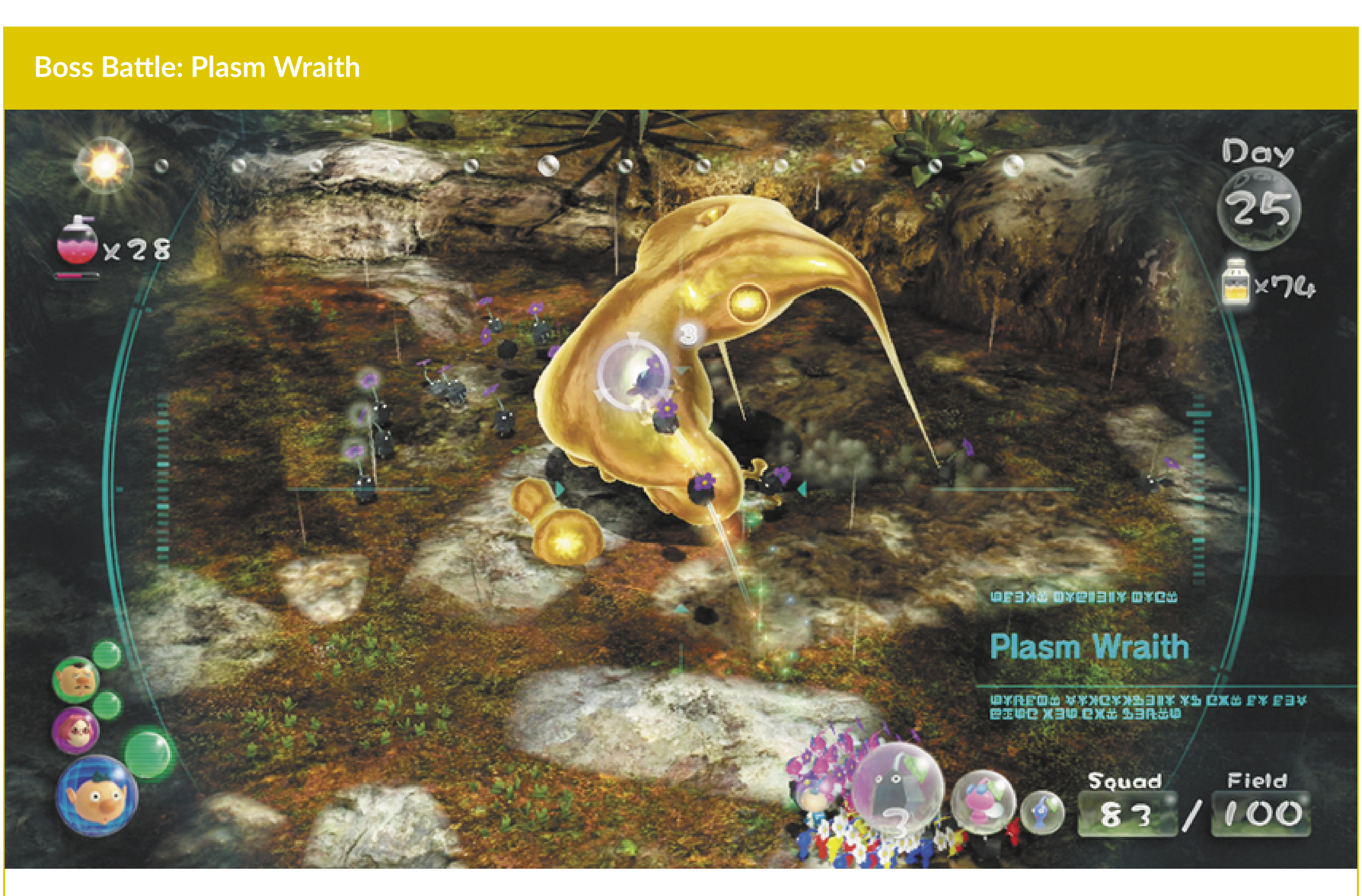
Objectives: Defeat the Plasm Wraith.

The Plasm Wraith recaptured Captain Olimar just as the crew was about to rescue him. Defeat this strange enemy to rescue Olimar and recover the cosmic-drive key.

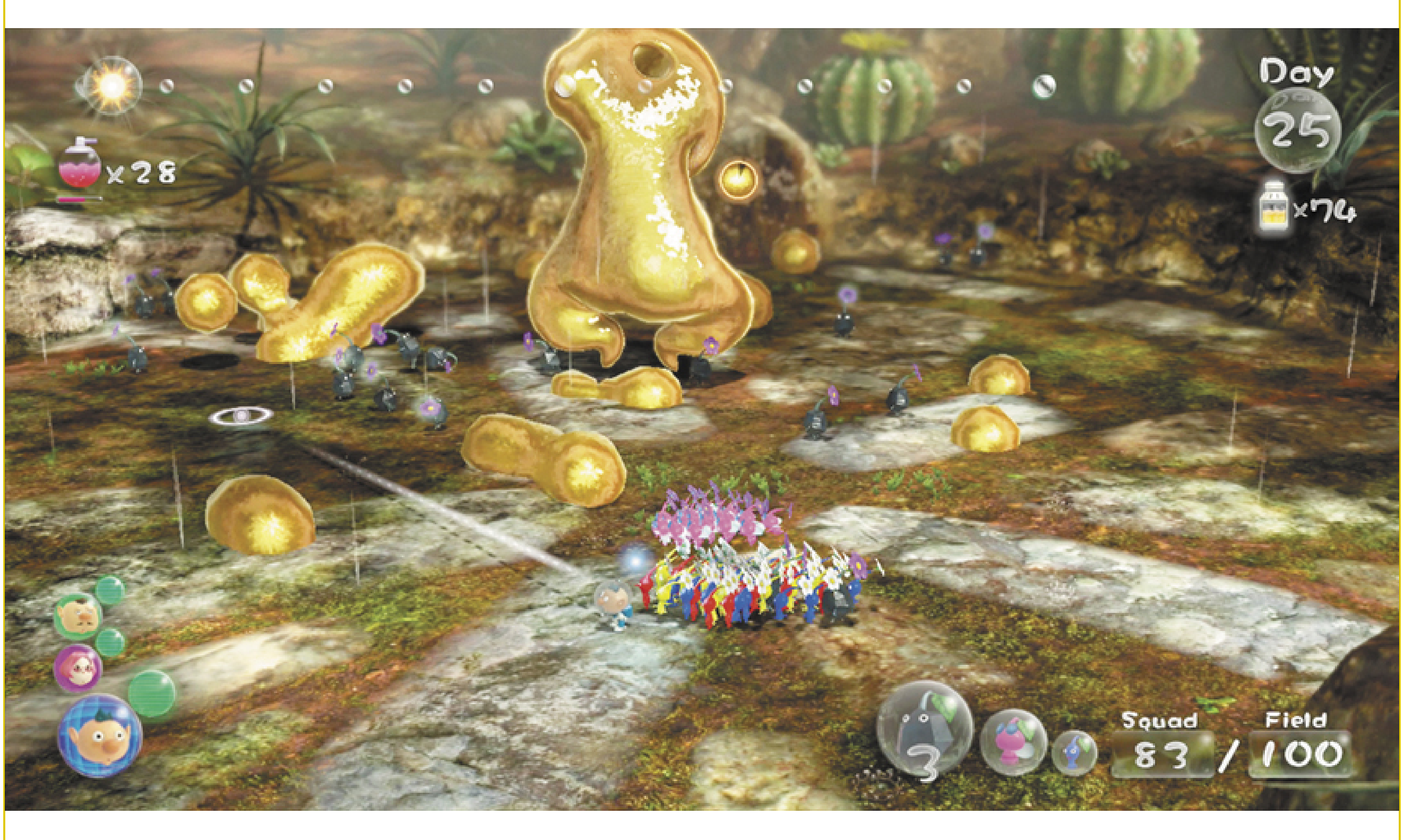


① When the day starts, move under the Onion and call down 20 of each Pikmin type. Take your squad to confront the Plasm Wraith waiting in the enclosure to the west. Utilize the skills provided by each of your Pikmin to rescue Captain Olimar from this bizarre creature.

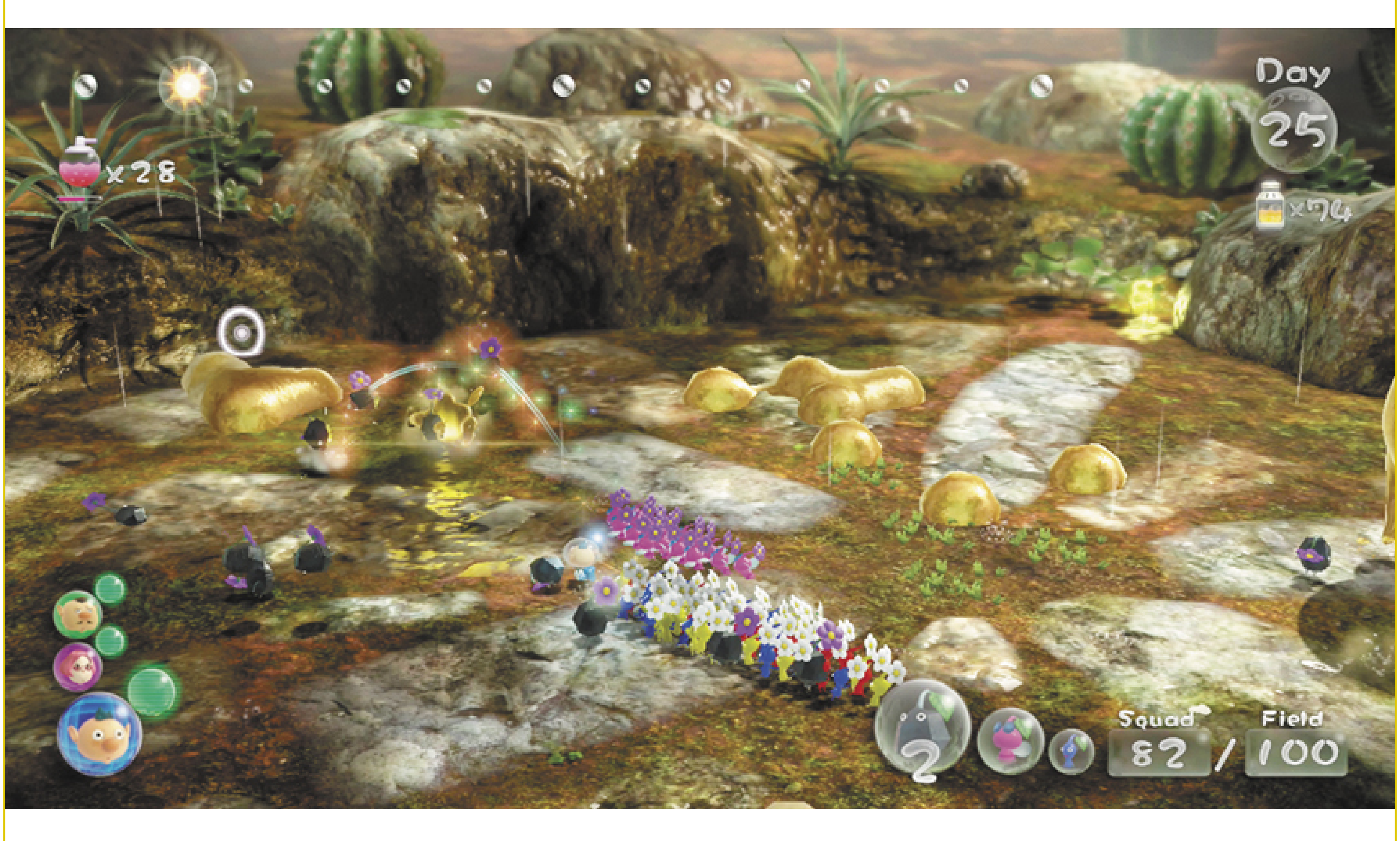
## Boss Battle: Plasm Wraith



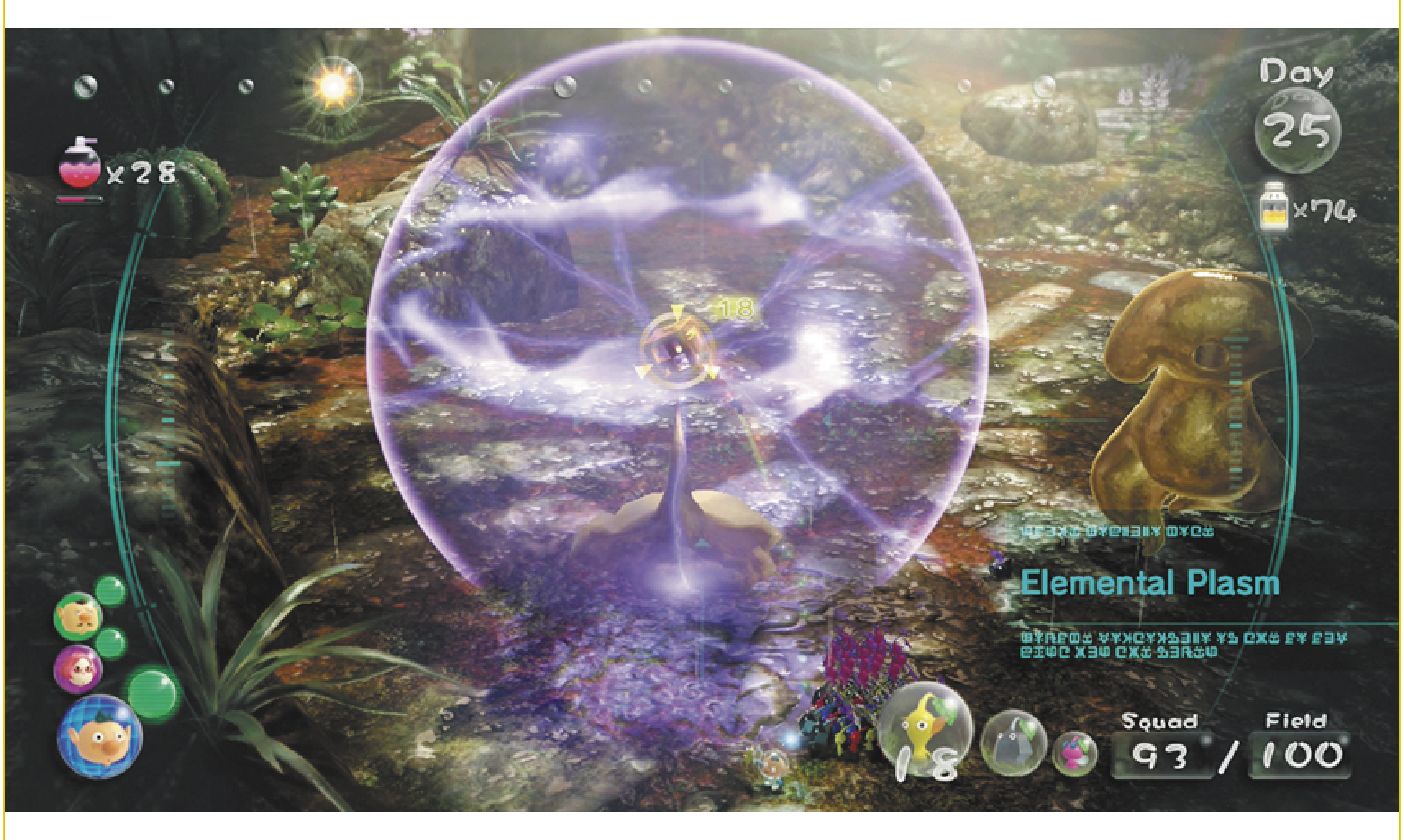
When the battle starts, lock onto the Plasm Wraith and throw your Rock Pikmin as you circle the target. At this point, the Plasm Wraith attacks by forming two spiked appendages and stabbing at the ground. These attacks cannot damage your Rock Pikmin, but they're very effective against all other Pikmin types. Keep your squad behind the Plasm Wraith as it attempts to fend off its attackers. Gather any idle Rock Pikmin and throw them back at the target.



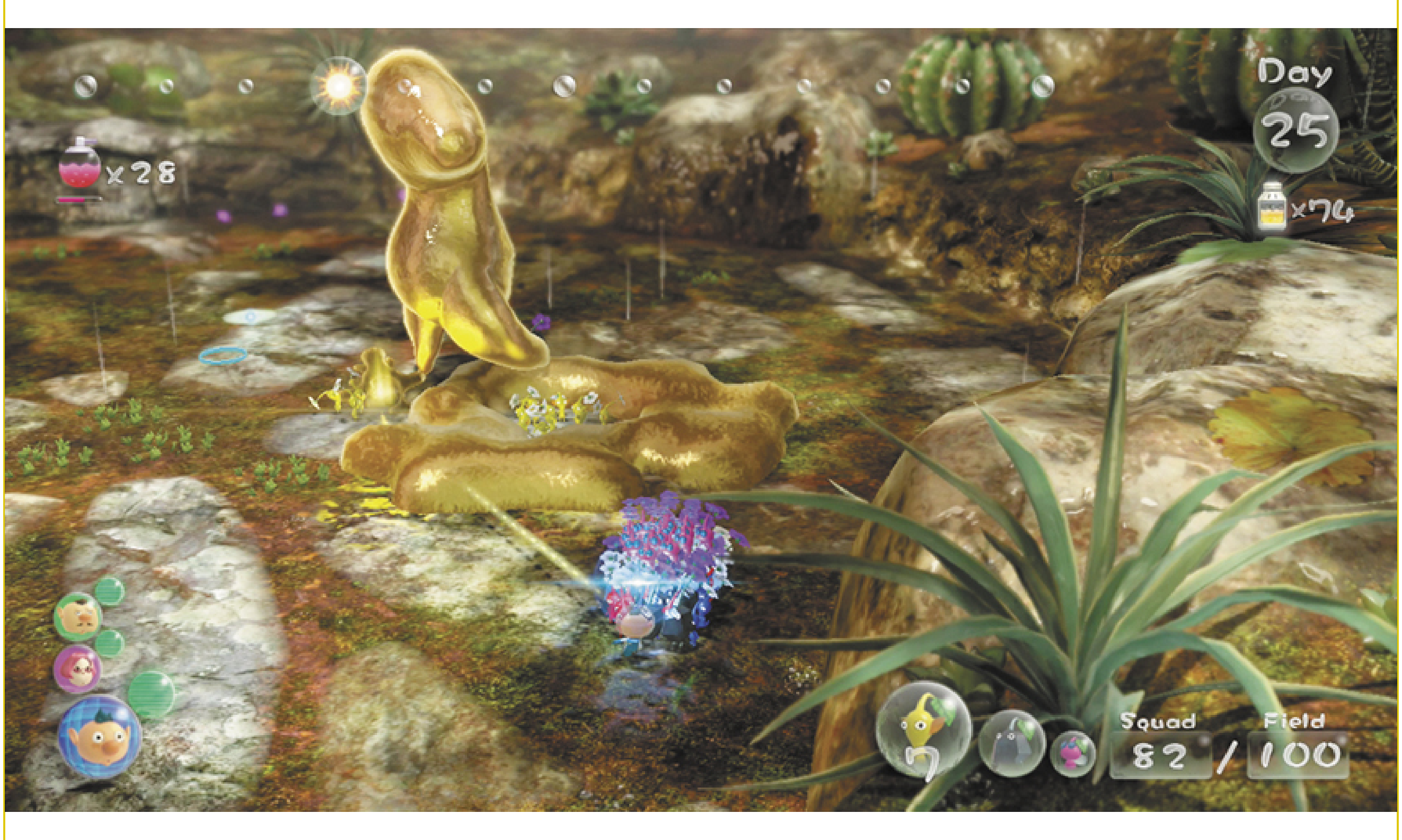
Keep attacking until the Plasm Wraith spins its upper body, scattering little blobs of plasm in the process. Gather your Rock Pikmin and throw them into the individual blobs—try to destroy as much of the loose plasm as possible. The creature is still able to attack, so keep your vulnerable Pikmin out of its range.



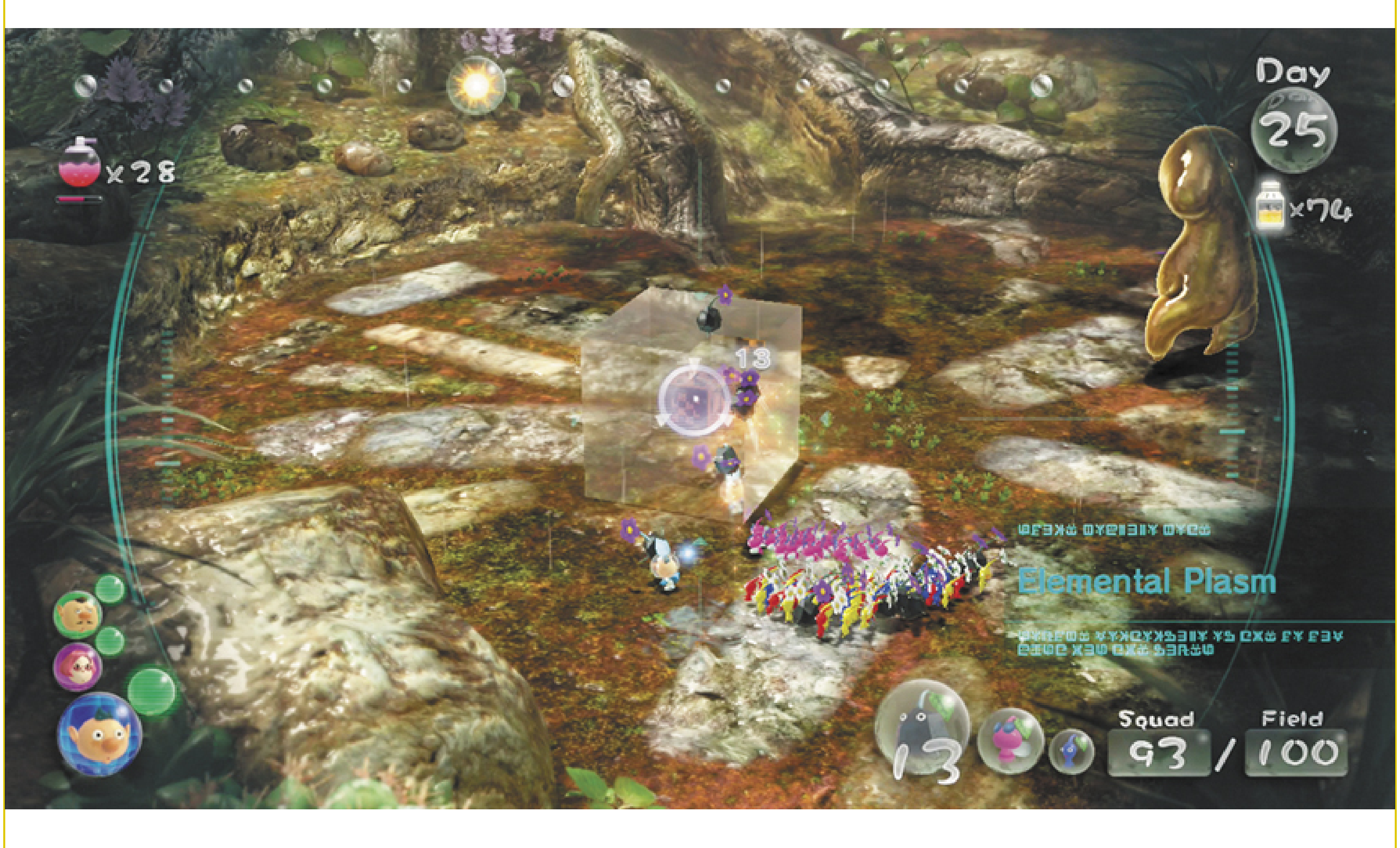
Eventually, the Plasm Wraith reabsorbs the plasm blobs. The health the creature gains from this is determined by the amount of loose plasm you left intact. Attack the Plasm Wraith until it releases more blobs, then keep your squad safe as you attack the loose plasm.



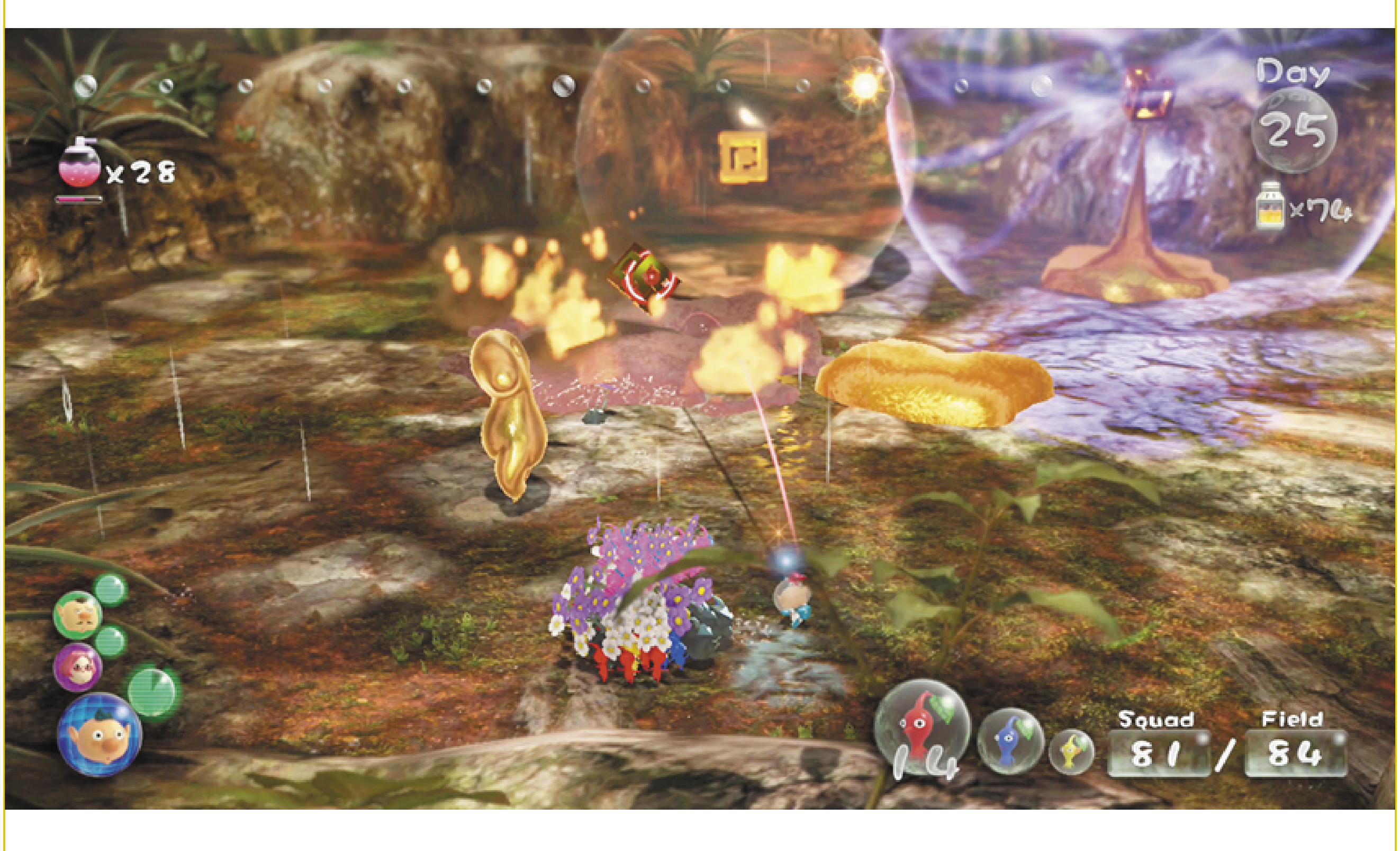
As the Plasm Wraith grows weaker, it begins producing Elemental Plasm. These structures consist of a cube-shaped core surrounded by some type of hazard. Each time a new Elemental Plasm appears, lock onto its core and attack with the Pikmin best suited to deal with the specific element. If the Elemental Plasm is surrounded by electricity, for example, use your Yellow Pikmin to attack the core.



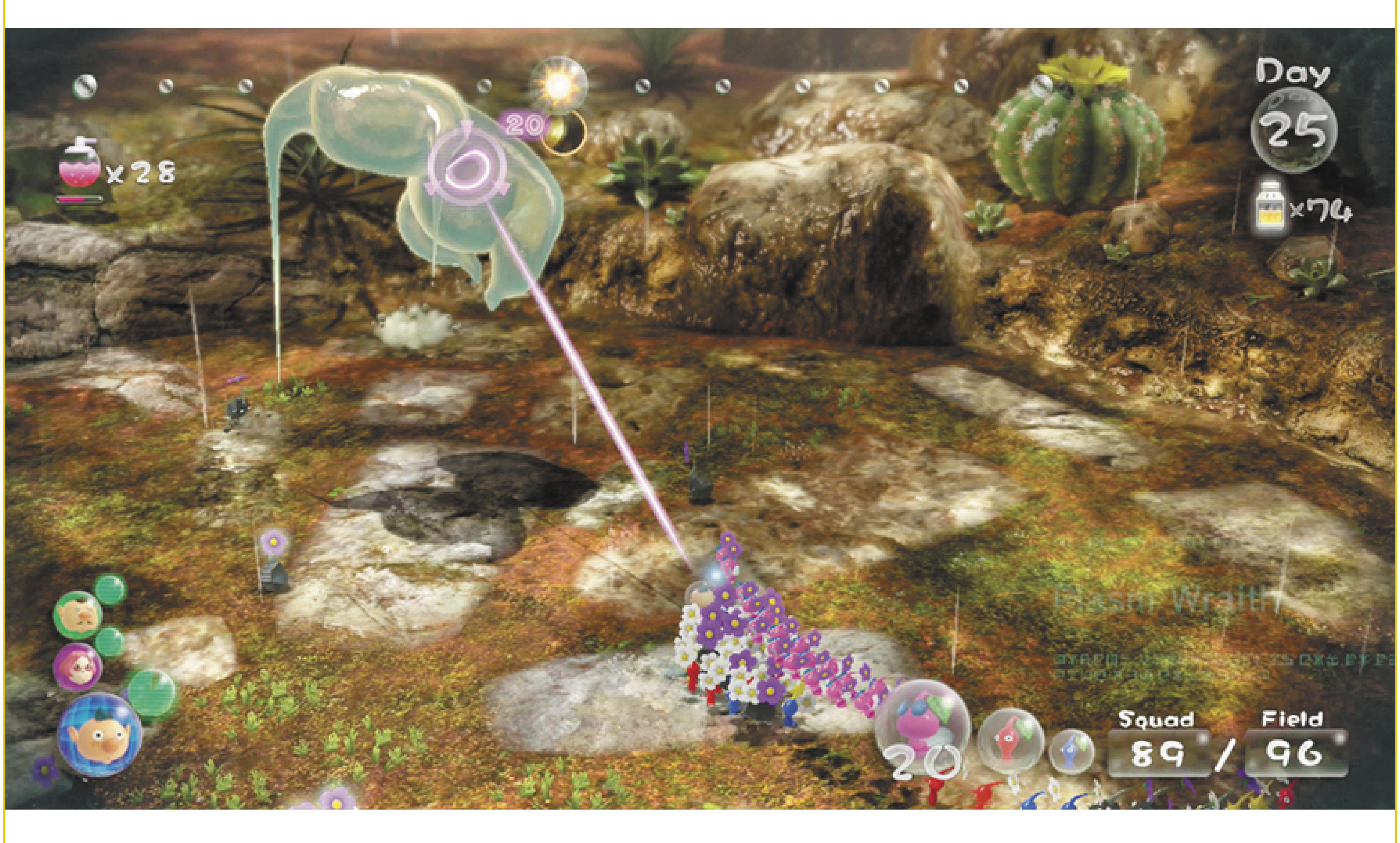
When you destroy an Elemental Plasm, it dissolves into a puddle. If the Plasm Wraith is nearby, replace any vulnerable attackers with Rock Pikmin. Otherwise, let the Pikmin that destroyed the Elemental Plasm continue to attack the puddle.



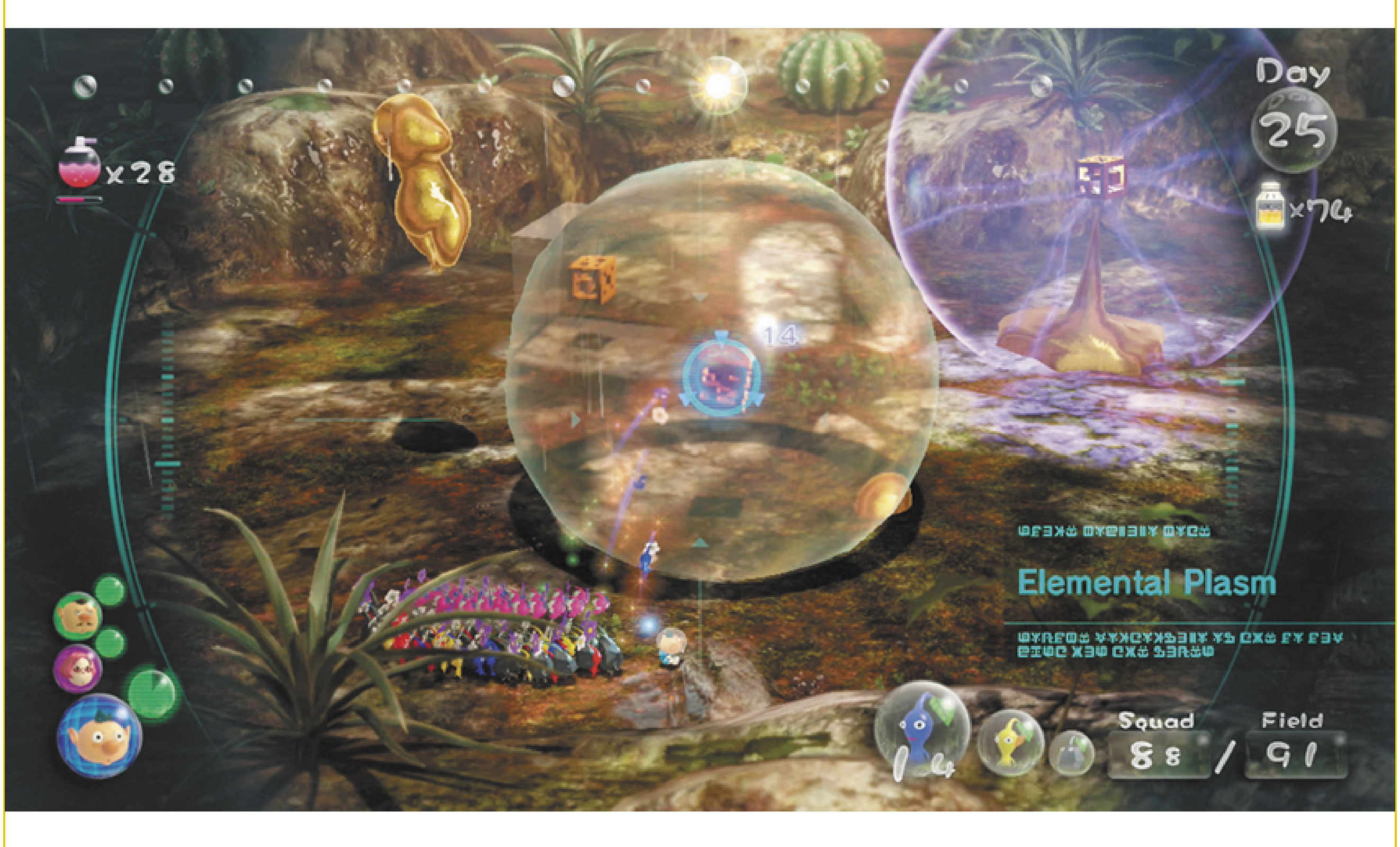
This battle can include a wide variety of Elemental Plasms. Use Red Pikmin to counter fire and Blue Pikmin to counter water. Be particularly careful around Elemental Plasms made of crystal—use Rock Pikmin to attack these cubes as they roll around the area, but make sure to keep the rest of your squad out of harm's way.



As the battle continues, the Plasm Wraith summons Elemental Plasms more frequently, often resulting in multiple targets. Attack each Elemental Plasm with the corresponding Pikmin type, then allow those Pikmin to destroy the resulting puddles. As each puddle is destroyed, circle the area, gather your idle Pikmin, and assign them to new targets.



Occasionally, the Plasm Wraith lifts off the ground and floats in the air. When this happens, use your Winged Pikmin to attack until the creature returns to the ground.



Destroy the Elemental Plasms as they appear, then have your Pikmin attack the resulting puddles. When the Plasm Wraith is the only available target, use your Pikmin to attack the creature directly. Keep your Pikmin safe, and continue to destroy loose plasma until the battle ends.

## Tip

Make sure you collect the two nearby Data Files before the battle ends. The first Data File is hiding in a small alcove northwest of the center of the area. The Plasm Wraith drops the second Data File as the battle progresses.

When you defeat the Plasma Wraith, the creature dissolves, dropping Captain Olimar in the process. Watch the resulting cinematic to enjoy the story's conclusion.

## Progress Report: Day 25

By the end of Day 25, you should have defeated the Plasm Wraith and completed the game's Story mode. Congratulations!

# Area Breakdown

This guide's walkthrough details one path through the game's Story mode, but there are countless others to be found. No matter how you choose to modify your play-through, however, there are key objectives that must be completed in a specific order.

Whether you're looking to shave in-game days off of your completion time or stretch your play-through to cultivate as many Pikmin as possible, it's important to know when, where, and how you can collect (or ignore) the various objects located throughout the game.

## Story Progression

These are the key objectives you must complete to access new areas and progress through the game's Story mode:

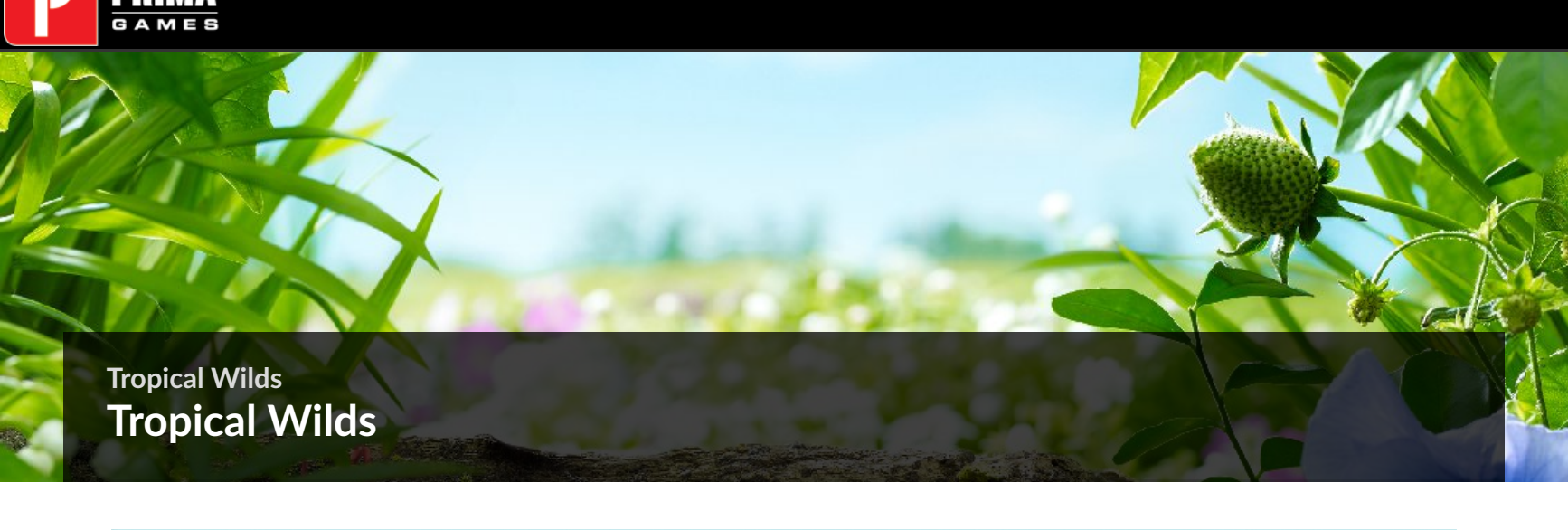
- Acquire the Red Pikmin
- Complete the Day 1 tutorial
- Acquire the Rock Pikmin
- Rescue Brittany
- Collect the Data Glutton
- Acquire the Yellow Pikmin
- Reunite Brittany and Alph
- Rescue Captain Charlie
- Collect the Folded Data Glutton
- Acquire the Winged Pikmin
- Rescue Louie in the Twilight River
- Acquire the Blue Pikmin
- Rescue Louie in the Garden of Hope
- Rescue Captain Olimar in the Formidable Oak

These key objectives must be completed in this order.

There are, of course, a wide variety of basic tasks you must complete between these objectives. You'll need to destroy obstacles, construct bridges, cultivate Pikmin, and battle enemies. When needed, please refer to the guide's walkthrough for details on how we chose to approach these tasks.

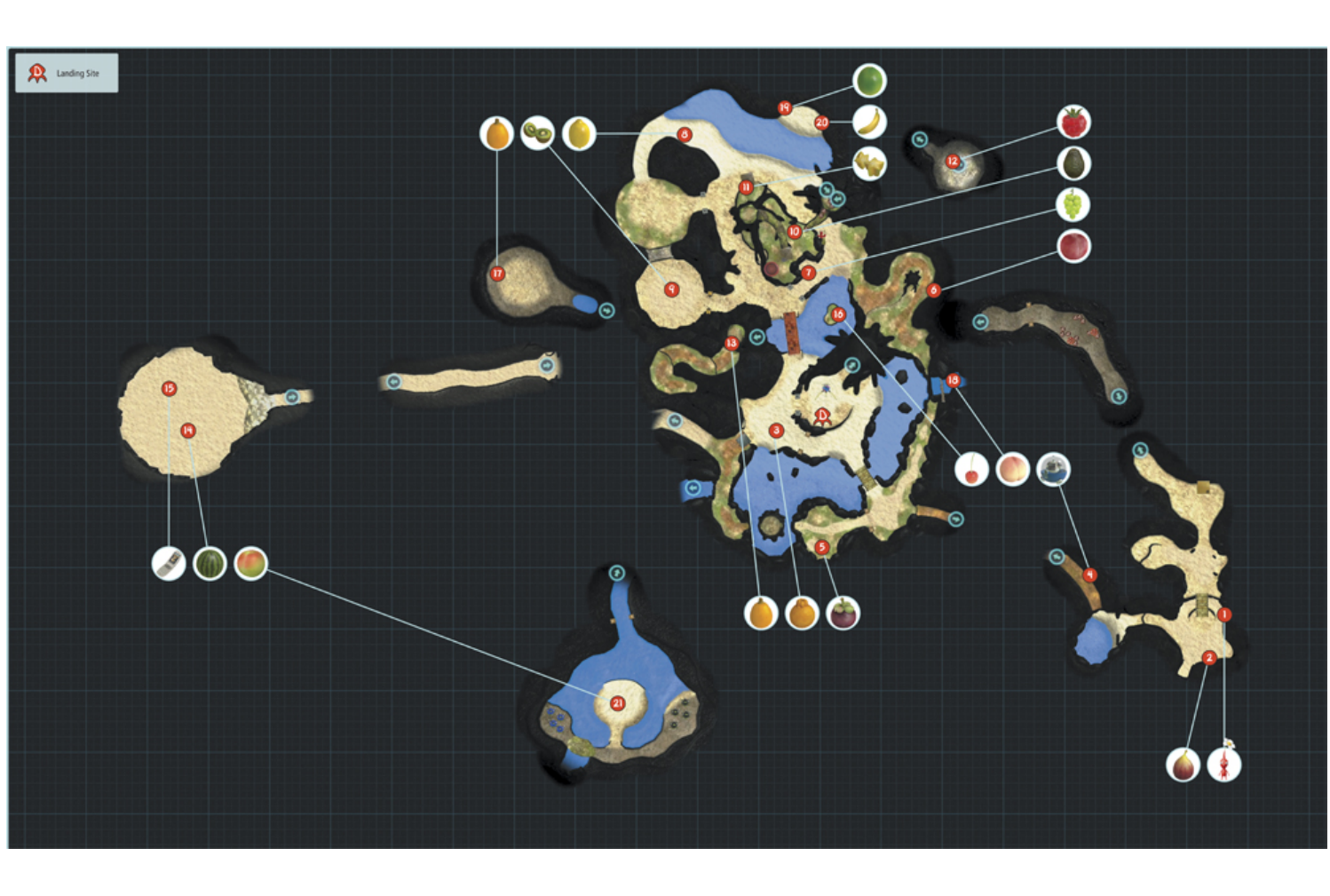
**Note**

The objects on each map are labeled with numbered points. For details about a specific object—including the prerequisite key objective and the point at which the object is covered in the walkthrough—simply find the corresponding number in the text.



Tropical Wilds

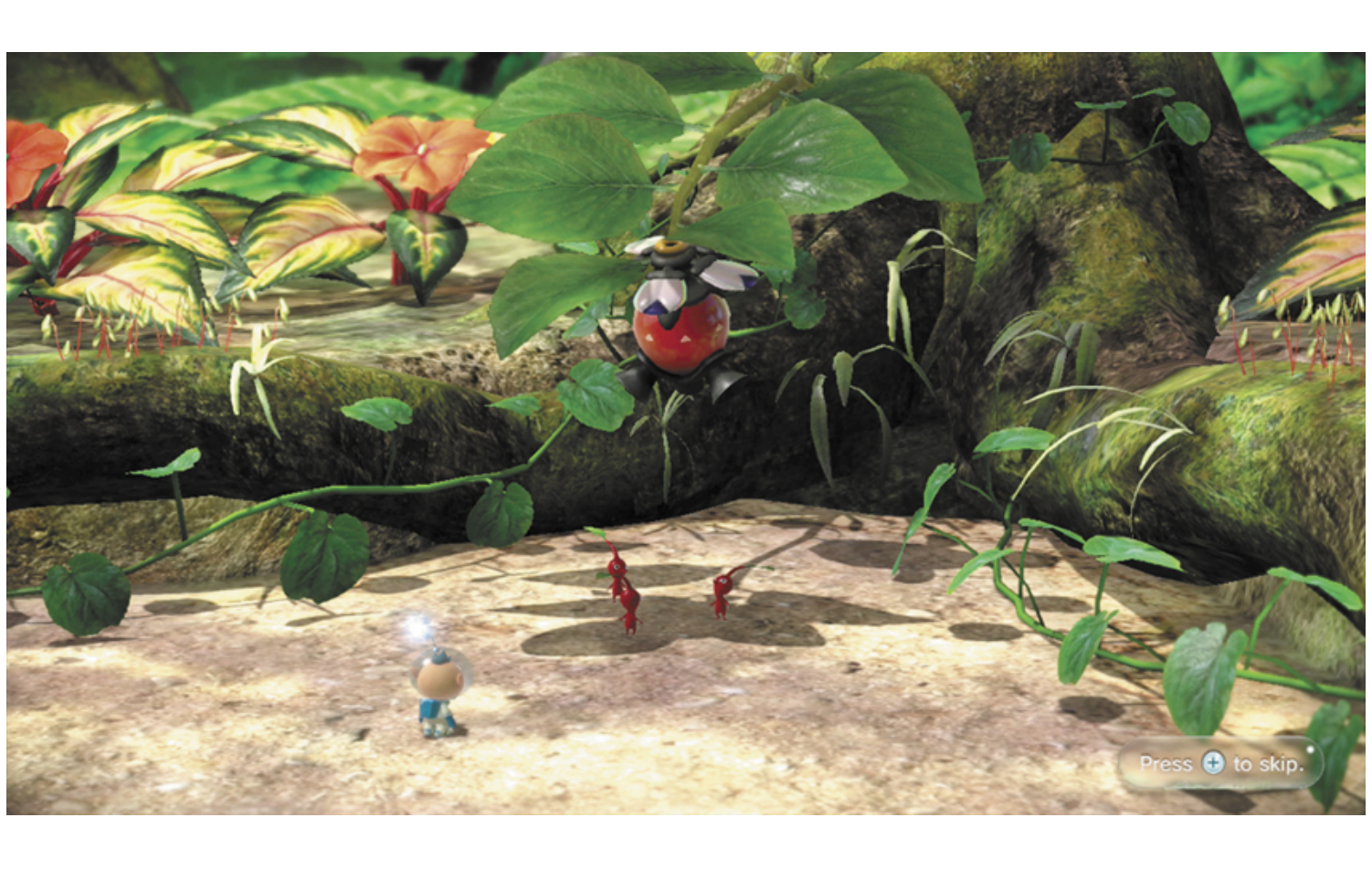
# Tropical Wilds



**Note**

You must progress through the Day 1 tutorial to gain access to the Tropical Wilds. You must complete the tutorial to explore anything beyond Alph's starting area.

## 1 Red Pikmin Onion

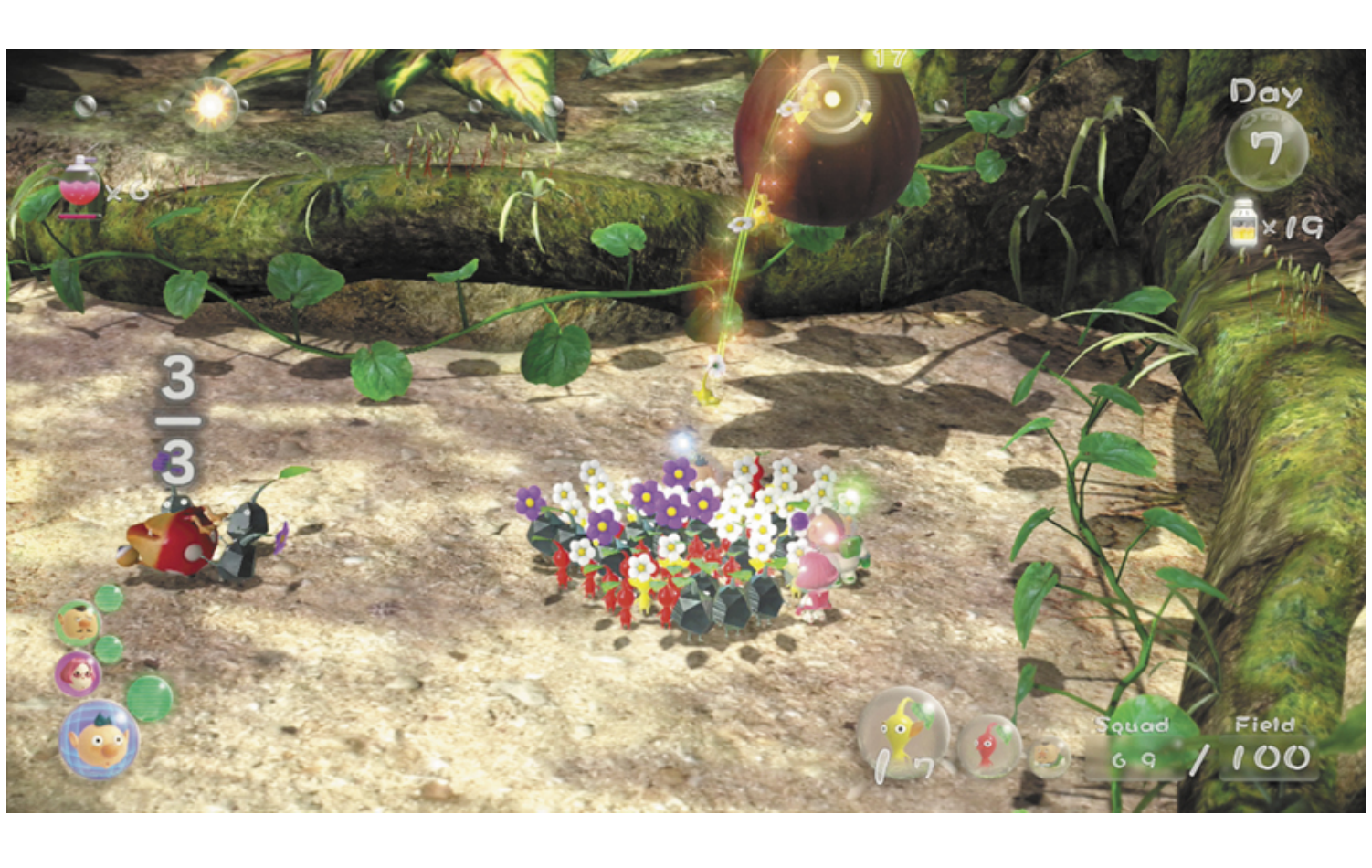


Prerequisite: Progress through the Day 1 tutorial

Walkthrough Coverage: Day 1

You'll encounter this Onion as you play through the Day 1 tutorial. After you take control of Alph, follow the path out of the enclosure to find the Onion hanging from a branch. Gather the nearby Pikmin, then toss them onto the Onion to pull it loose.

## 2 Delectable Bouquet

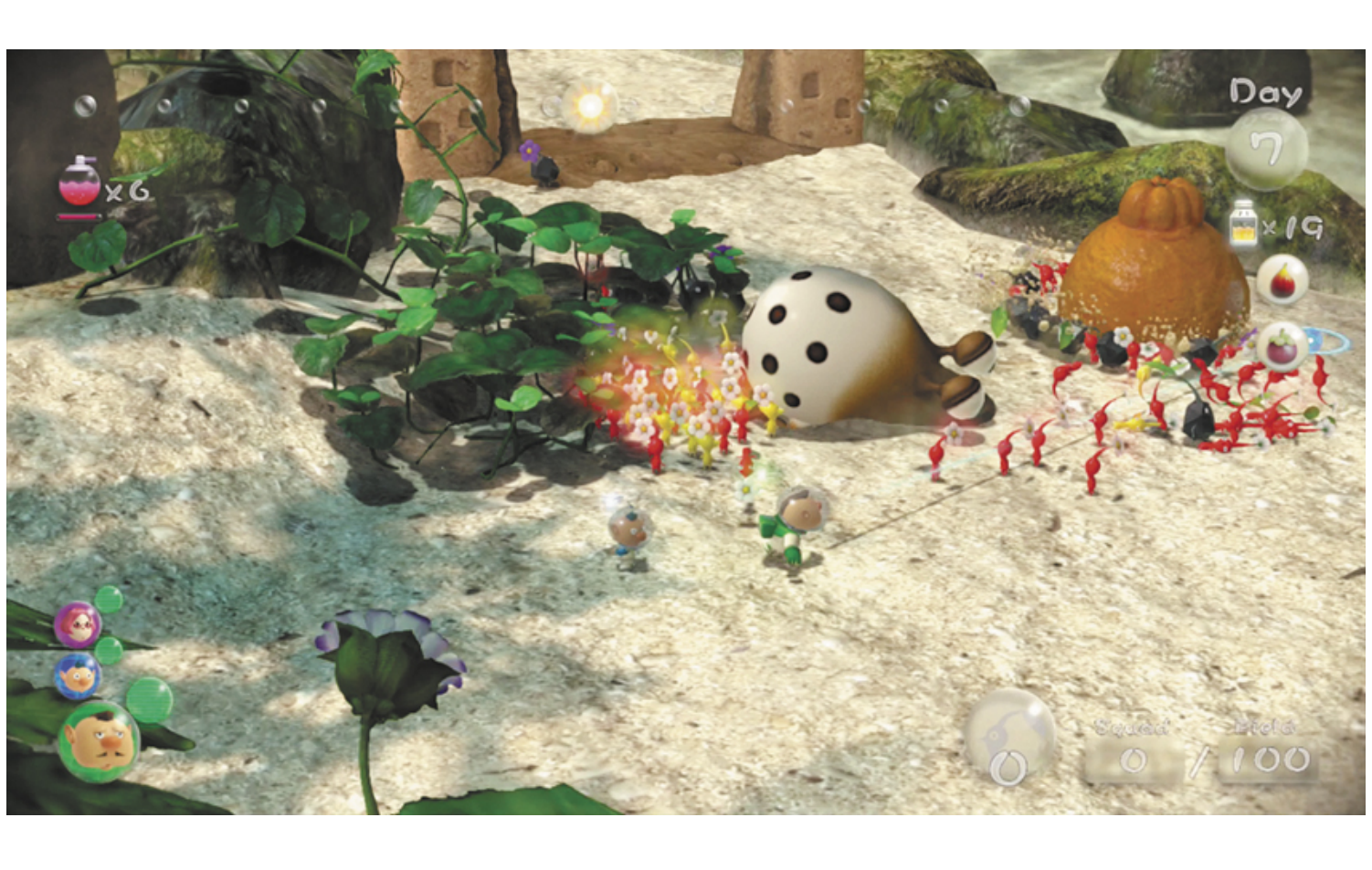


Prerequisite: Complete the Day 1 tutorial

Walkthrough Coverage: Day 7

After you complete the Day 1 tutorial, a Delectable Bouquet appears on the same branch that held the Red Pikmin's Onion. Toss eight Pikmin onto the fruit to pull it to the ground.

## 3 Pocked Airhead

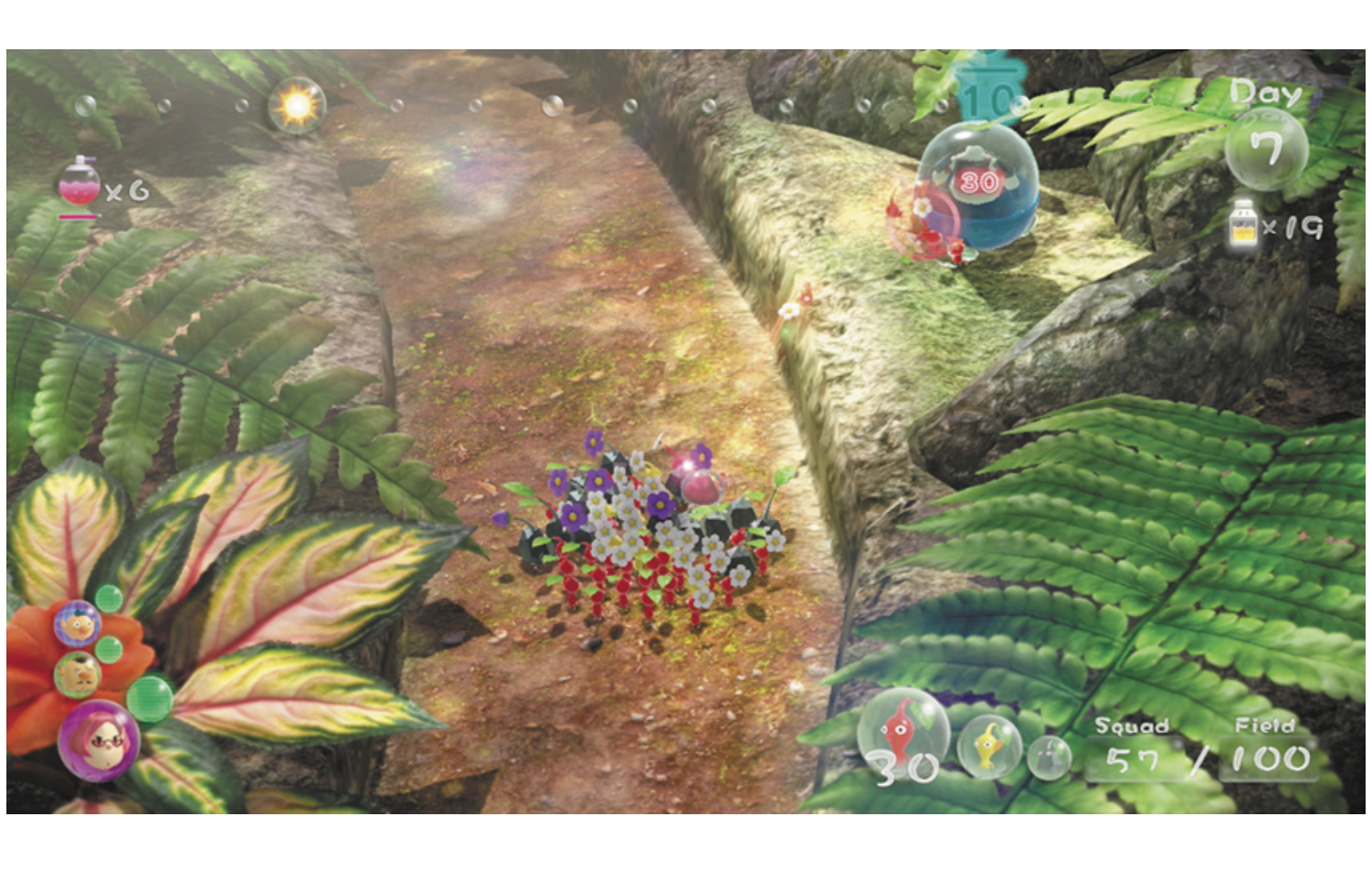


Prerequisite: Complete the Day 1 tutorial

Walkthrough Coverage: Day 7

This Pocked Airhead is buried near the landing site. Clear a path to the Pocked Airhead, then assign at least 10 Pikmin to unearth the fruit and transport it back to the landing site.

## 4 Metal Suit Z

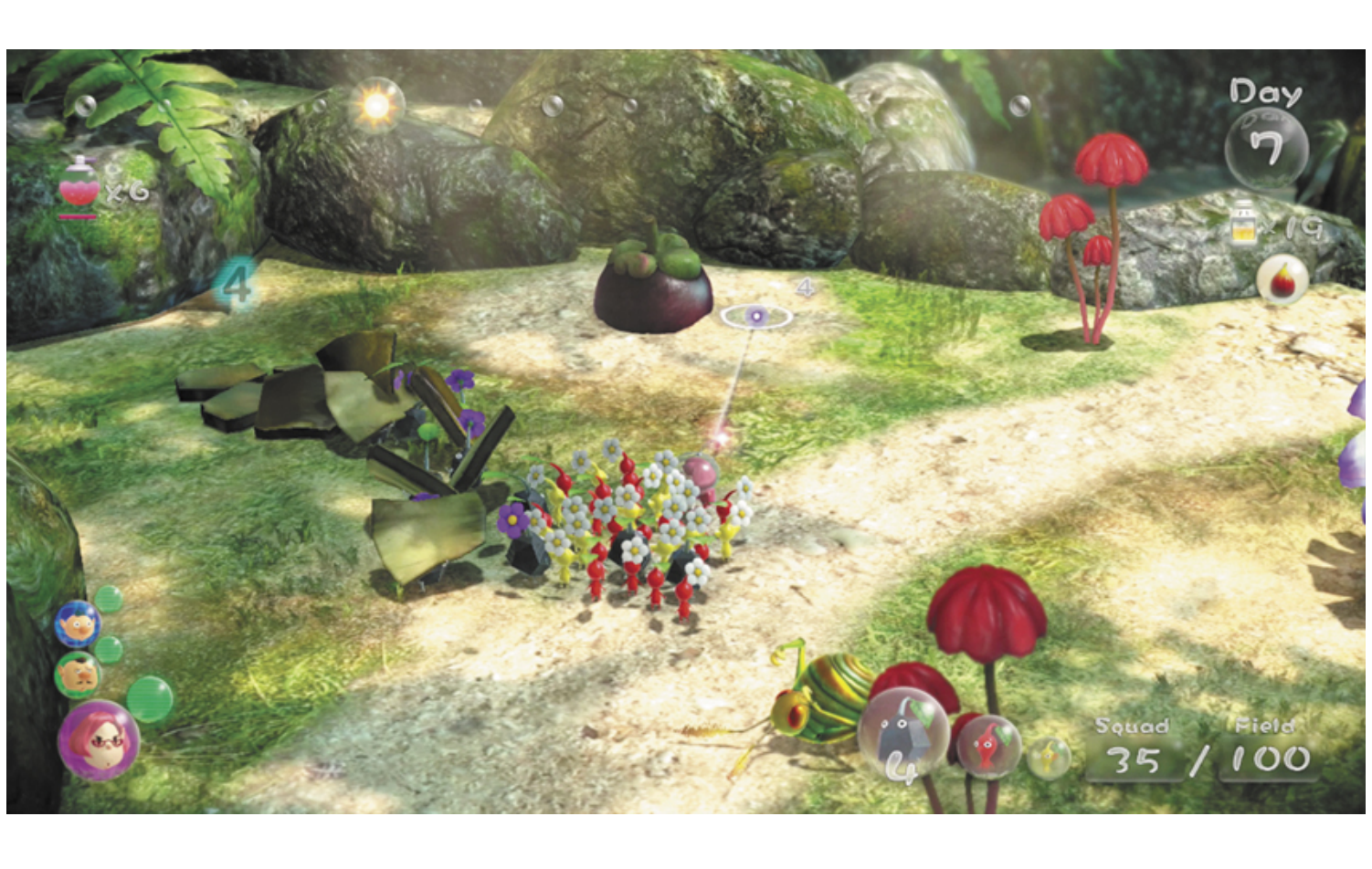


Prerequisite: Rescue Brittany

Walkthrough Coverage: Day 7

The Metal Suit Z is located on a raised path. Toss one crew member and 10 Pikmin up to the west edge of the raised path, then use those Pikmin to transport this suit upgrade. All three crew members are required to approach this location from the east end of the raised path.

## 5 Dapper Blob

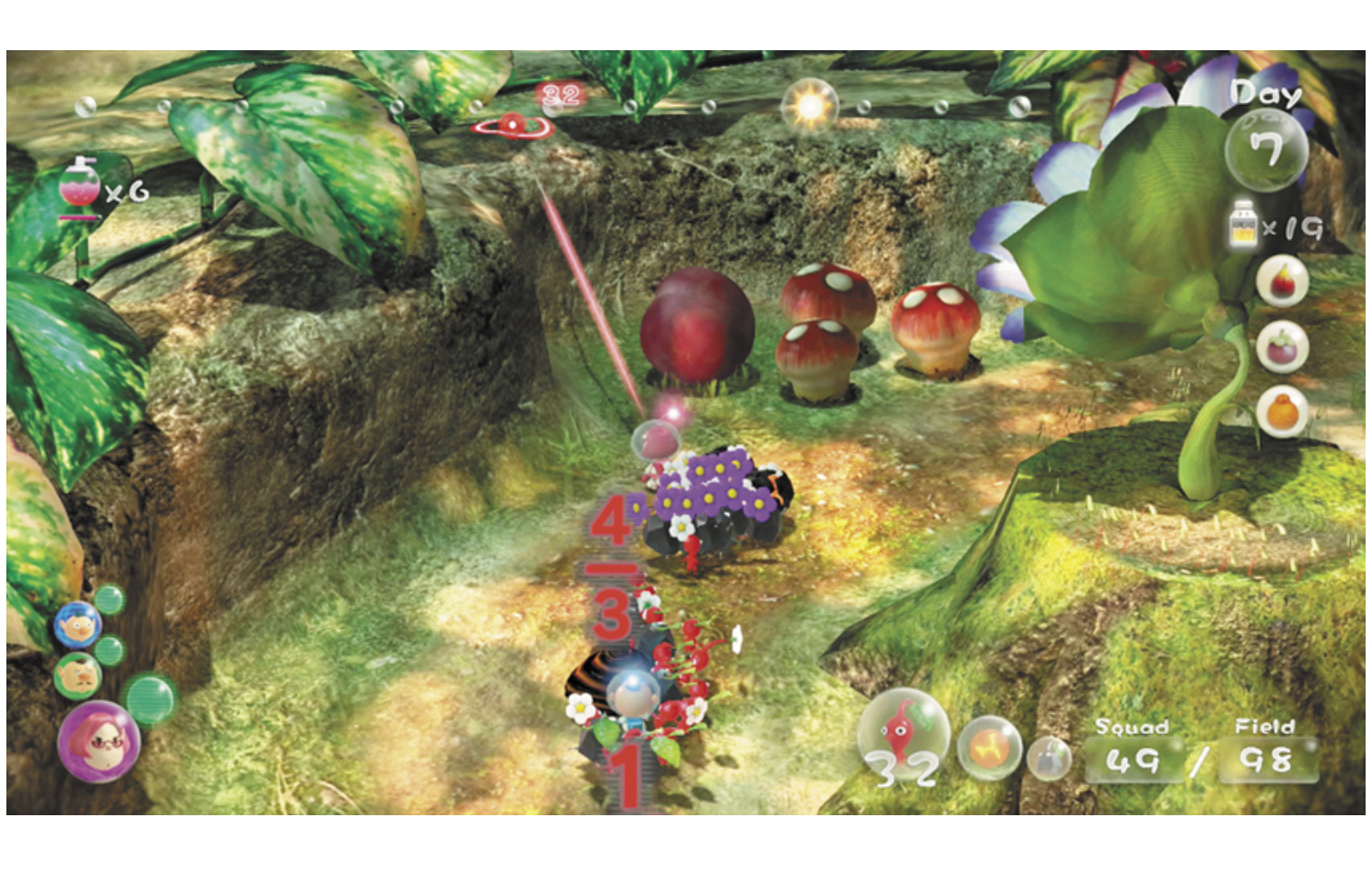


Prerequisite: Rescue Brittany

Walkthrough Coverage: Day 7

This Dapper Blob is buried across the water south of the landing site. Simply have your Pikmin unearth the fruit and transport it back to the ship.

## 6 Lesser Mock Bottom

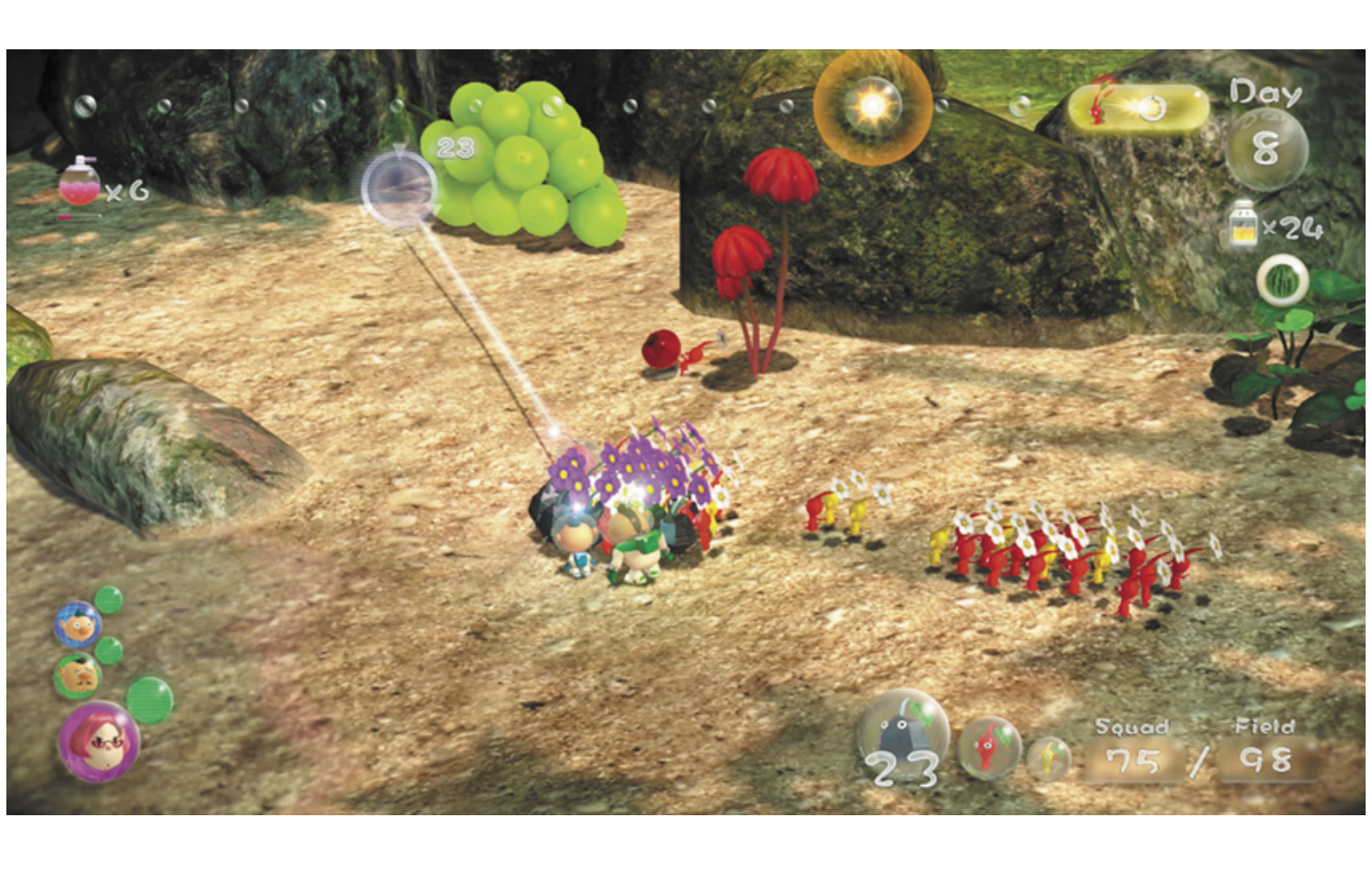


Prerequisite: Rescue Brittany

Walkthrough Coverage: Day 7

This piece of fruit is just sitting along the edge of a path. Once you clear the enemies out of the area, assign Pikmin to carry the Lesser Mock Bottom back to the ship.

## 7 Dawn Pustules

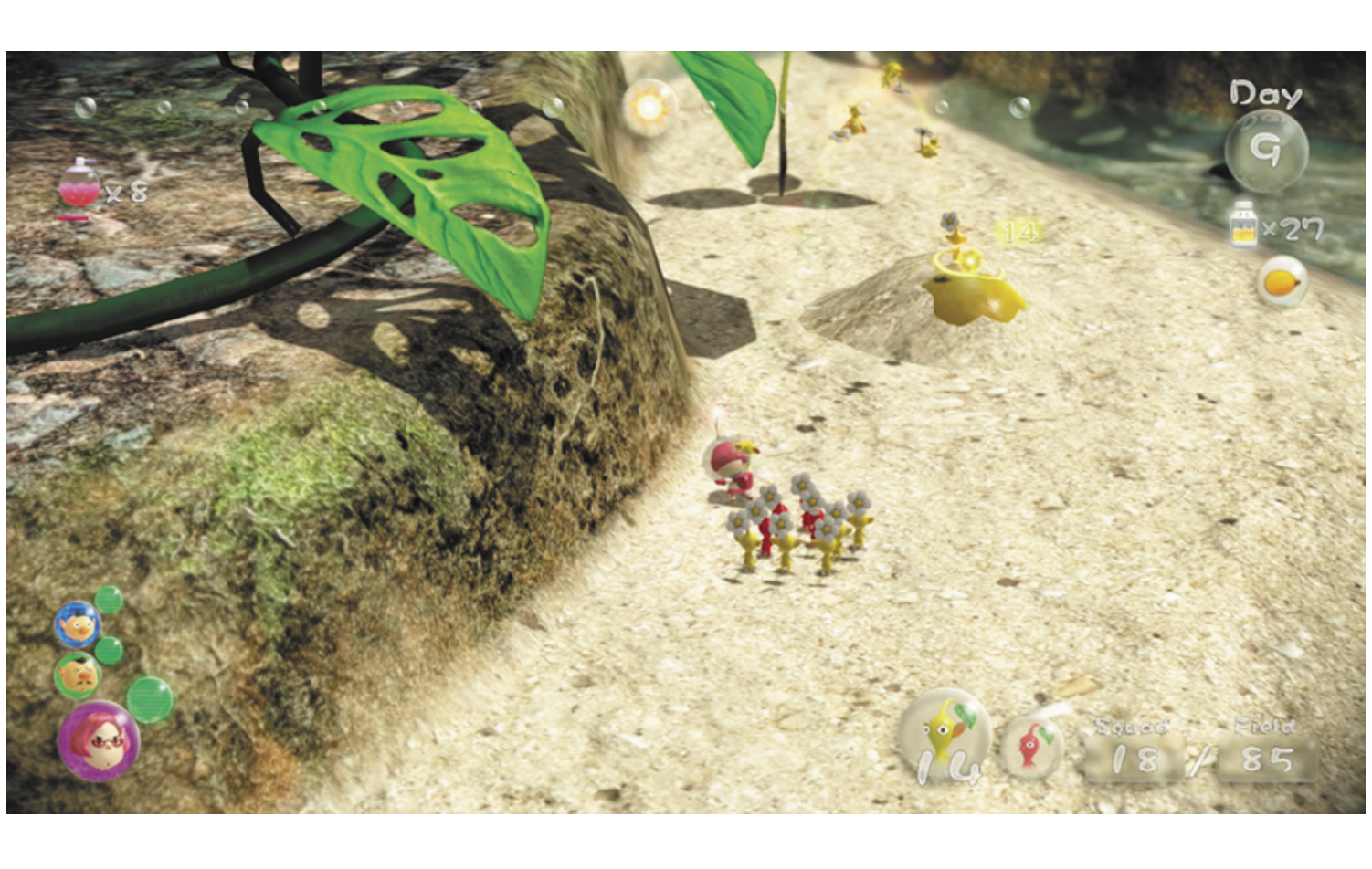


Prerequisite: Rescue Brittany

Walkthrough Coverage: Day 8

These Dawn Pustules are located along the edge of a path. After you secure a route back to the landing site, assign Pikmin to transport the fruit.

## 8 Face Wrinkler

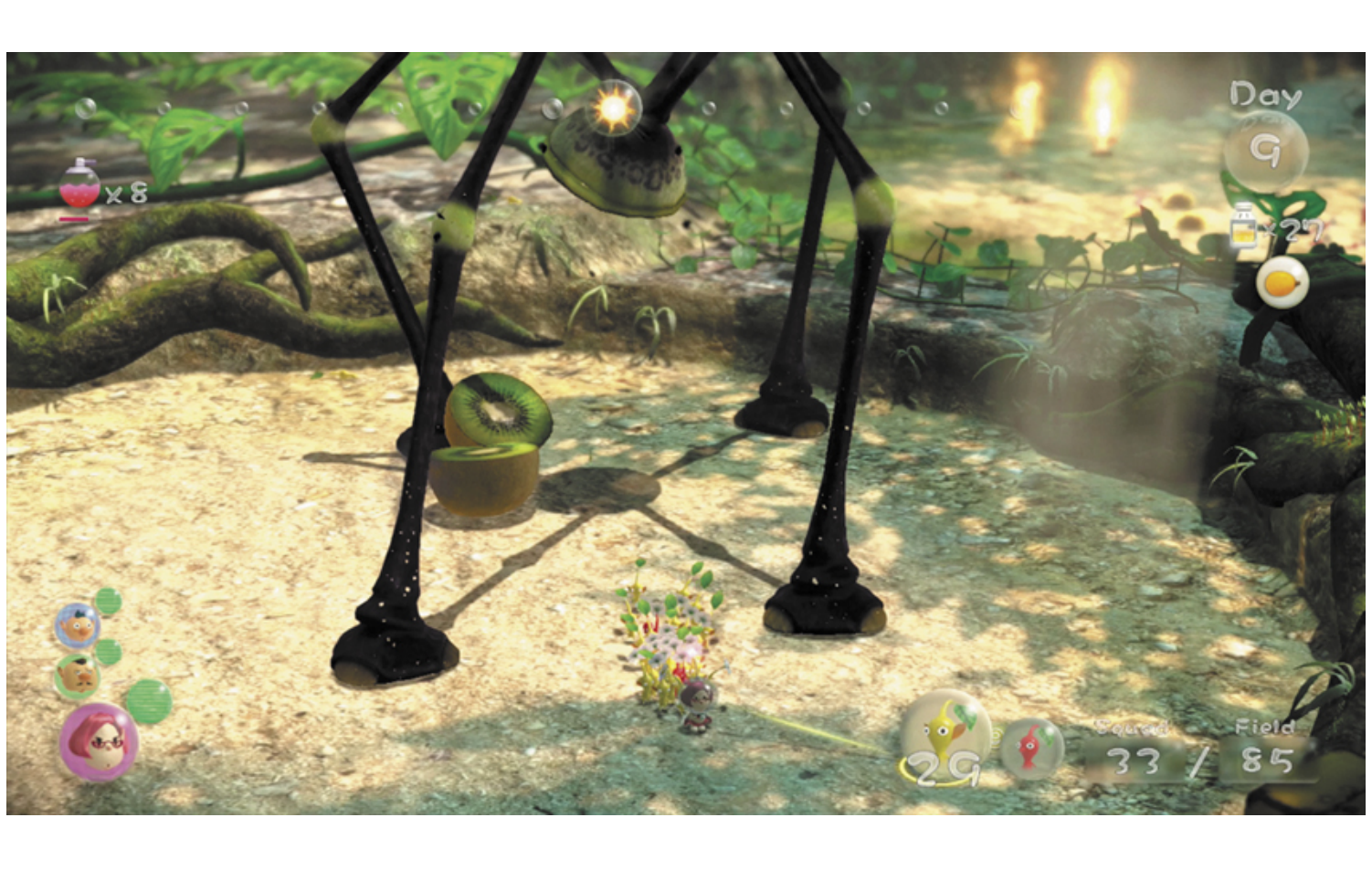


Prerequisite: Rescue Brittany

Walkthrough Coverage: Day 9

This Face Wrinkler is almost entirely covered with sand. Simply assign Pikmin to uncover the fruit and transport it back to the ship.

## 9 Disguised Delicacy

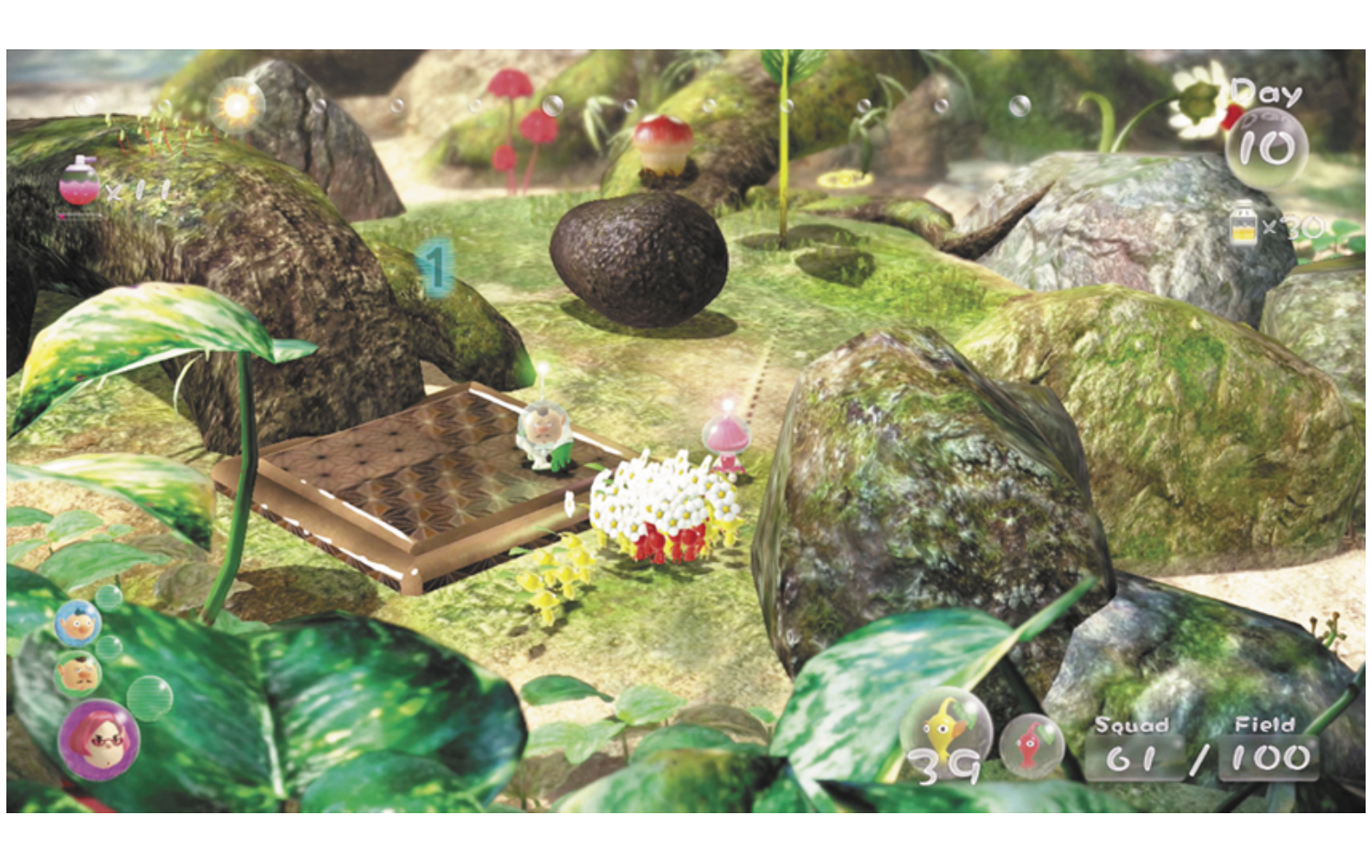


Prerequisite: Rescue Brittany

Walkthrough Coverage: Day 9

This Disguised Delicacy is located within a Shaggy Long Legs. After you defeat this creature, assign Pikmin to carry each half of the fruit back to the ship.

## 10 Scaly Custard

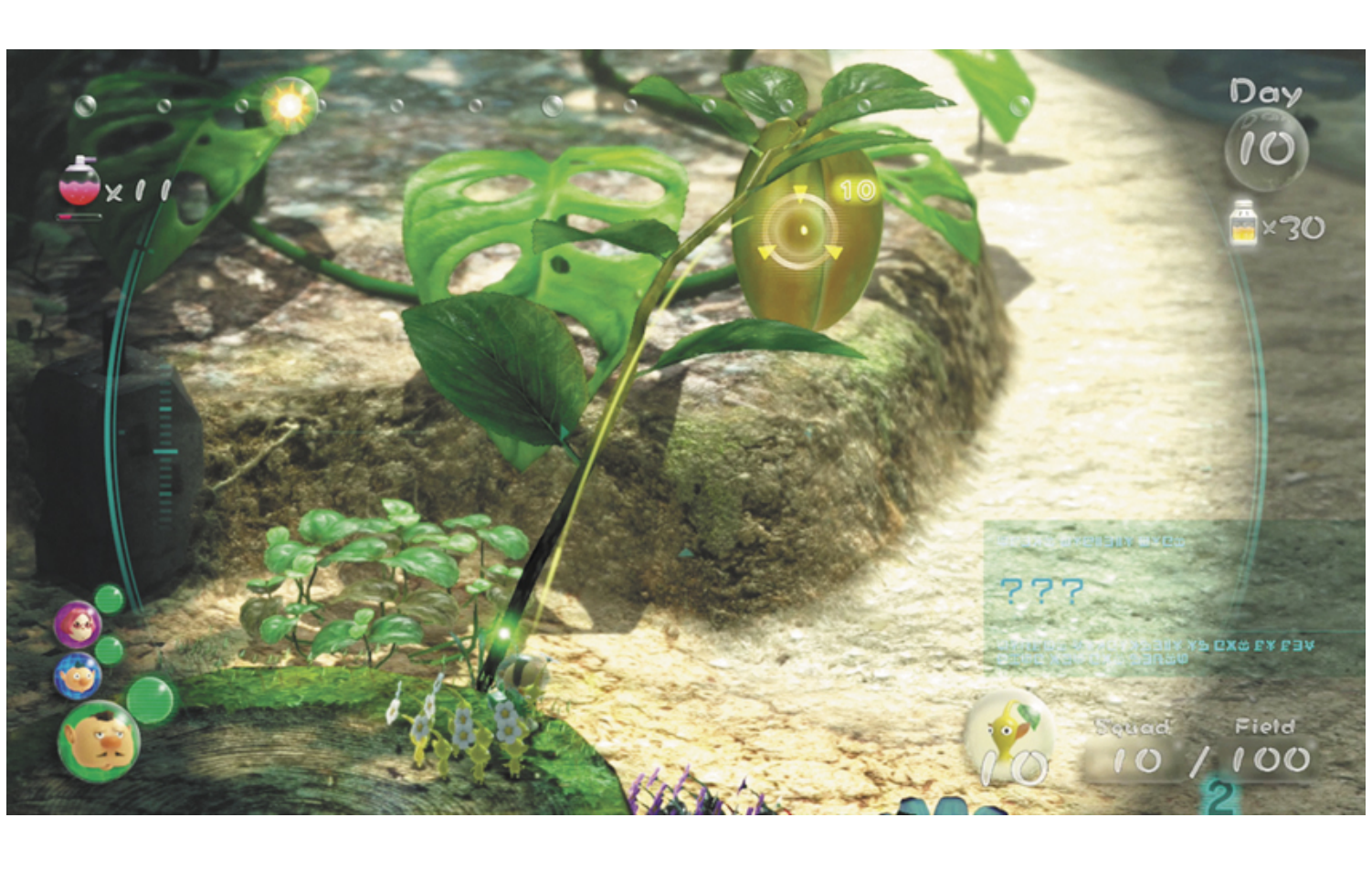


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 10

To reach this Scaly Custard, you'll need Yellow Pikmin and at least two crew members. Use the Seesaw Blocks to move a crew member into position, then toss several Pikmin onto the rock formation. When the squad is in place, assign at least eight Pikmin to transport the fruit.

## 11 Stellar Extrusion

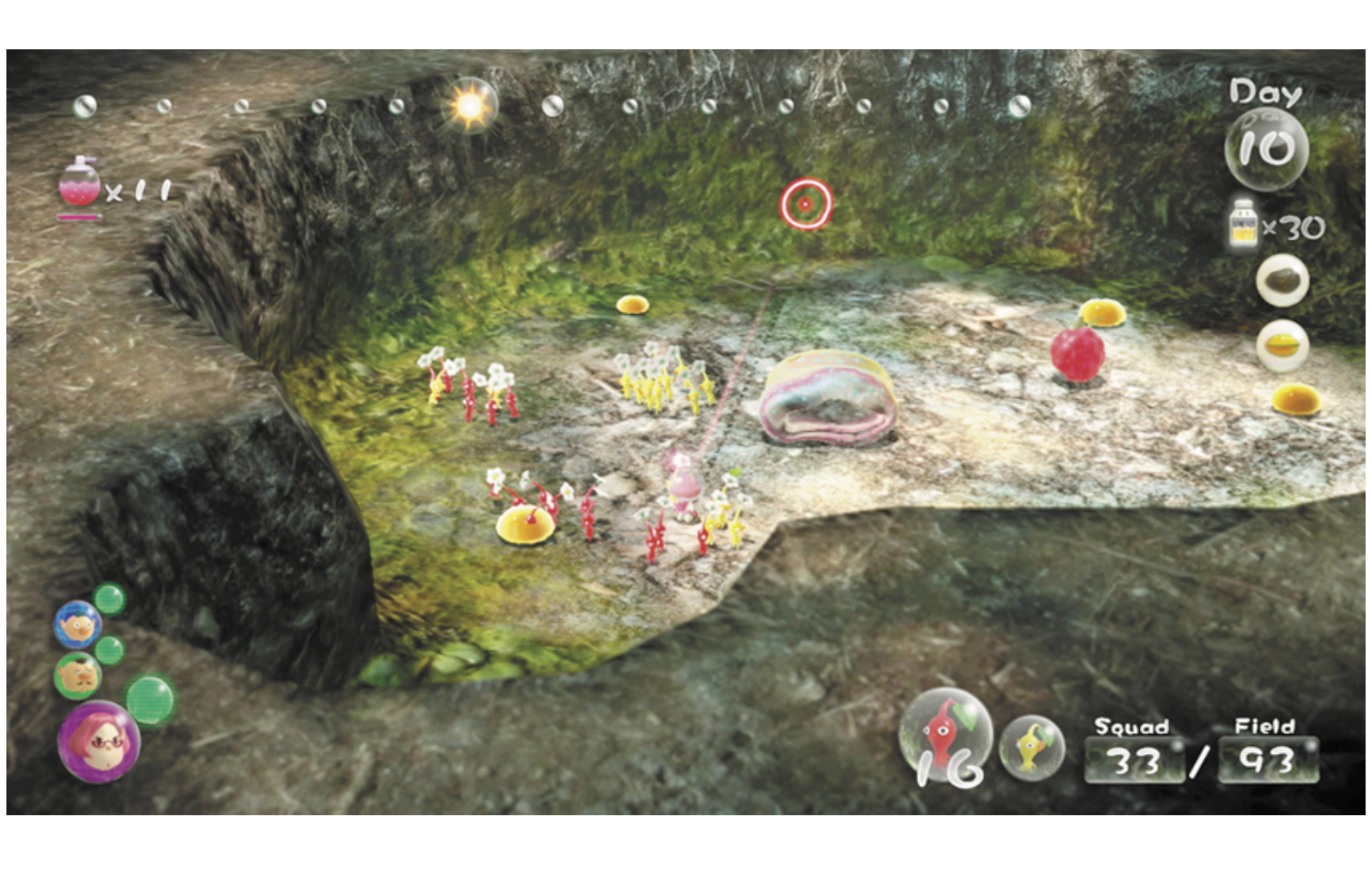


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 10

This Stellar Extrusion is hanging high above the sand. Use the Seesaw Blocks to move a crew member and at least 10 Yellow Pikmin onto the rock formation. Lead this squad up toward the fruit, then toss 10 Yellow Pikmin onto the Stellar Extrusion. After the fruit breaks loose, assign Pikmin to carry each half of the Stellar Extrusion to the ship.

## 12 Juicy Gaggle

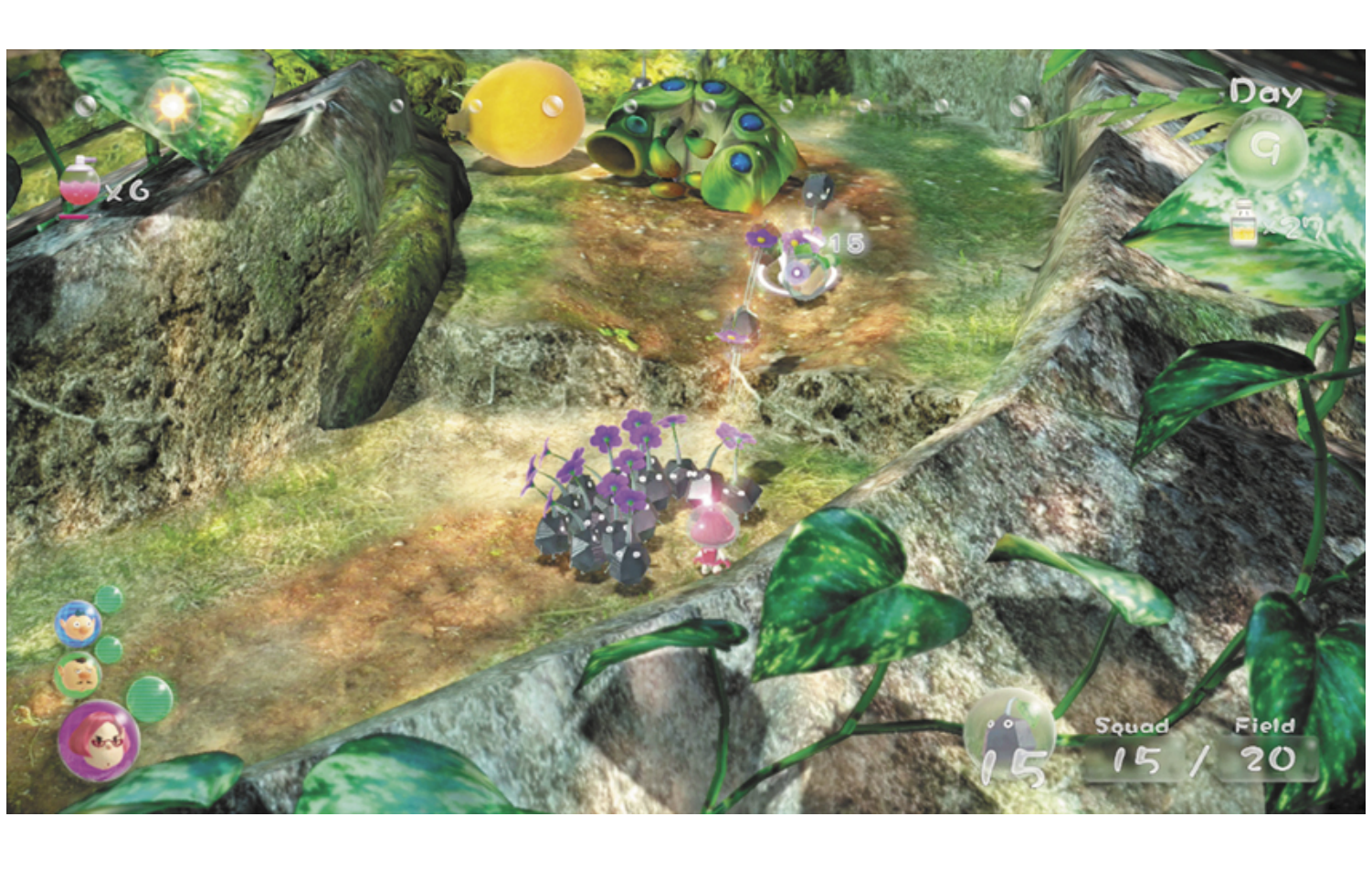


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 10

This Juicy Gaggle is located within a Medusal Slurker. Use the Seesaw Blocks to move a squad to the top of this tree stump, then drop down into the hollow. After you defeat the creature, assign a Pikmin to transport the fruit back to the ship.

## 13 Velvety Dreamdrop

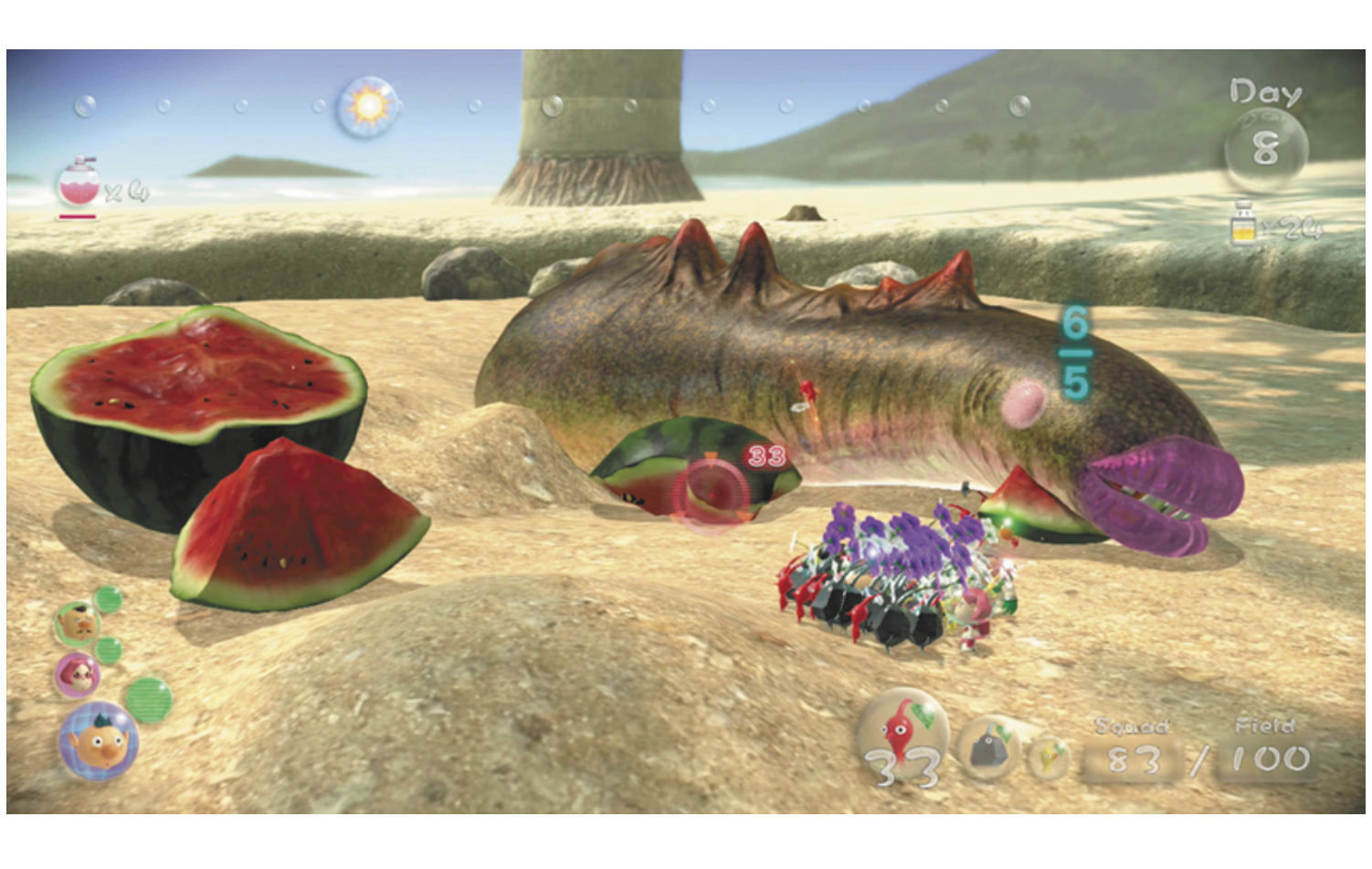


Prerequisite: Rescue Captain Charlie

Walkthrough Coverage: Day 9

This Velvety Dreamdrop is located inside of an Armored Cannon Larva. To reach it, you must dig through the gravel-filled passage west of the landing site. Use all three crew members to toss a squad of Rock Pikmin along a series of ledges. Use the Rock Pikmin to defeat the creature, then have them transport the Velvety Dreamdrop back to the ship.

## 14 Crimson Banquet

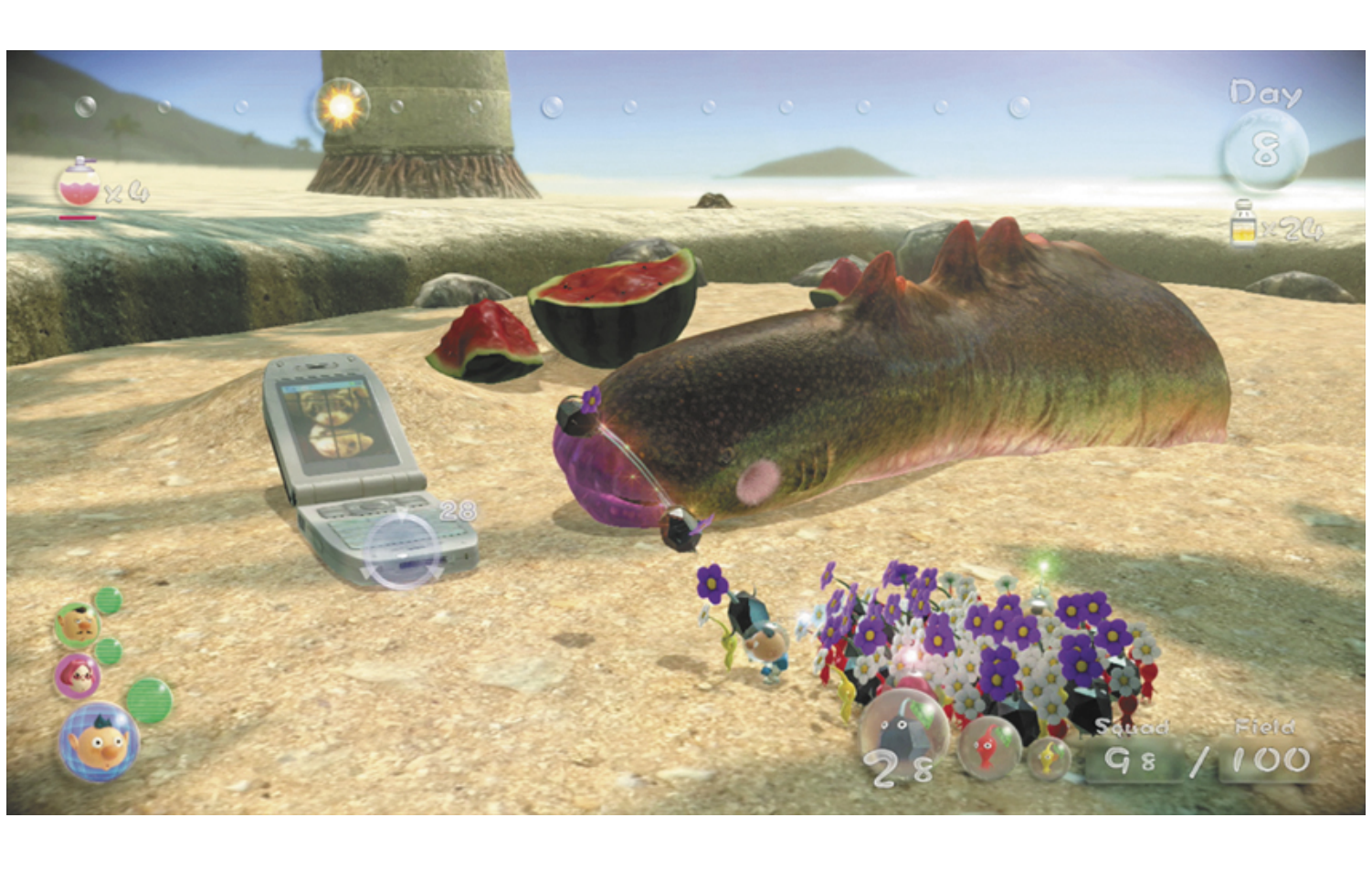


Prerequisite: Rescue Captain Charlie

Walkthrough Coverage: Day 8

The Crimson Banquet is located inside the Sandbelching Meerslug. After you defeat this creature, assign Pikmin to carry the chunks of fruit back to the ship.

## 15 Folded Data Glutton

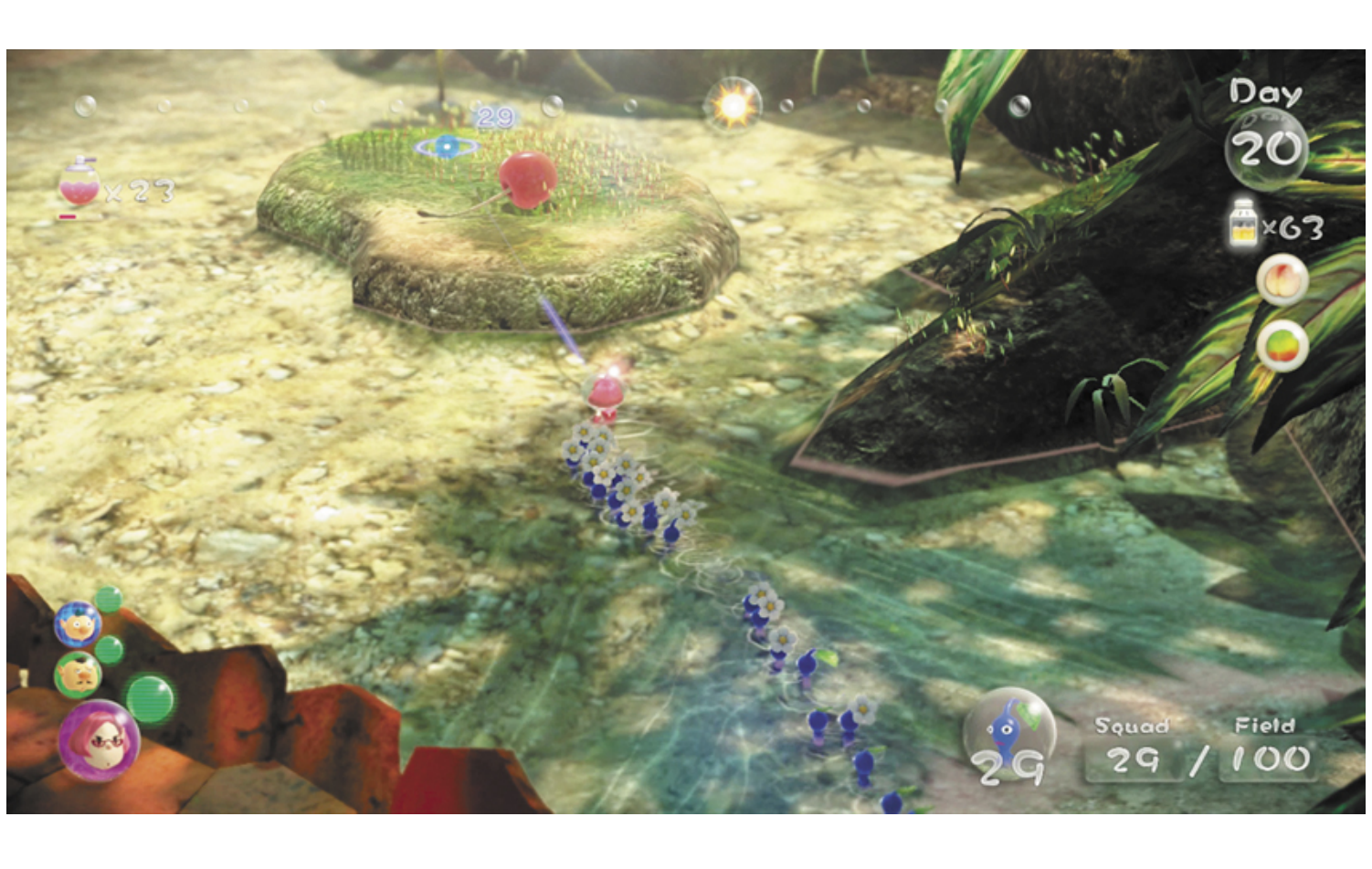


Prerequisite: Rescue Captain Charlie

Walkthrough Coverage: Day 8

When you defeat the Sandbelching Meerslug, it spits out the Folded Data Glutton. Assign Pikmin to carry this device back to the ship. Collecting the Folded Data Glutton grants access to the Twilight River.

## 16 Cupid's Grenade

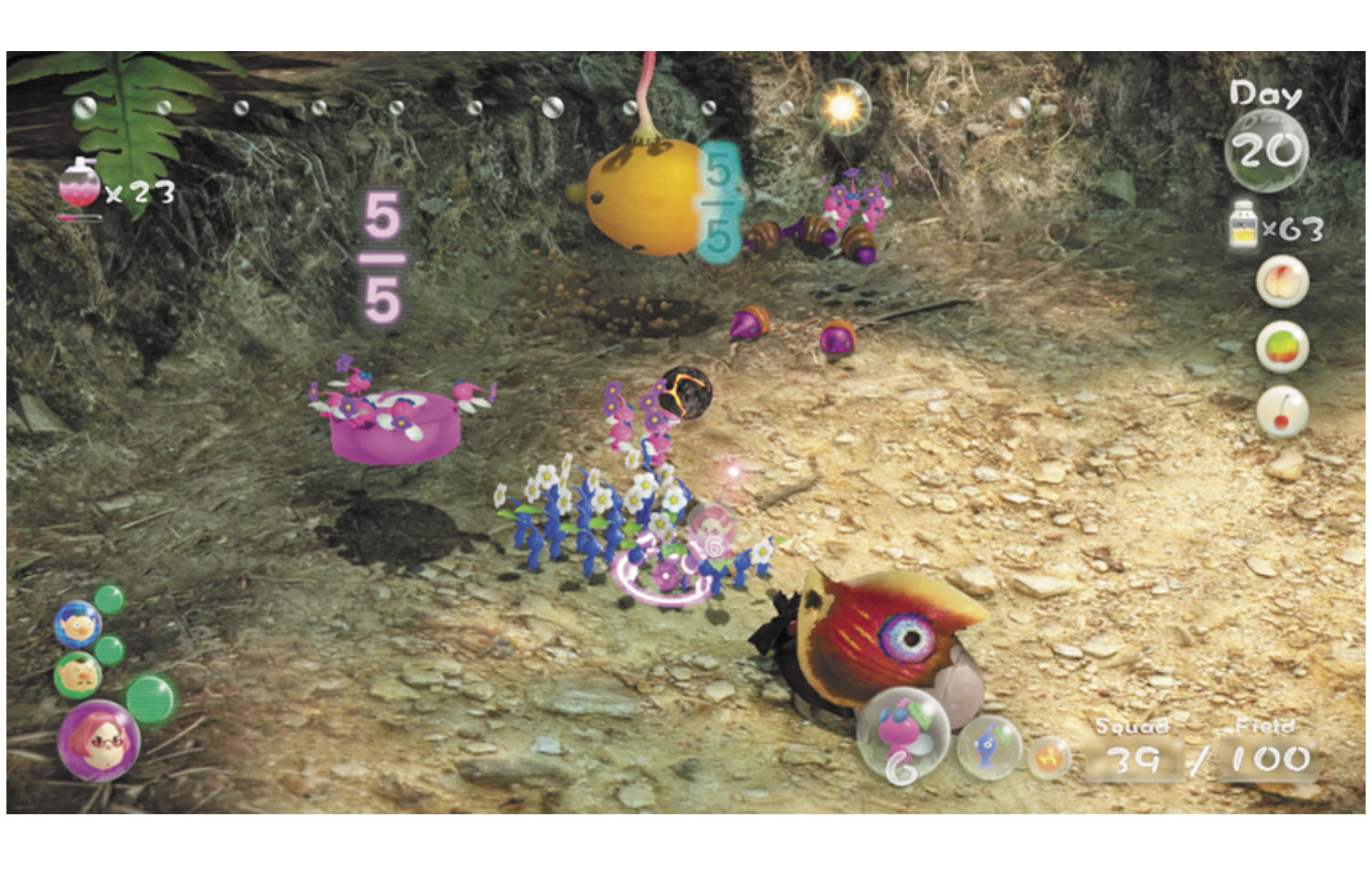


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 20

This Cupid's Grenade is located on a small island surrounded by water. Toss a Winged Pikmin (or Blue Pikmin) onto the fruit to transport the Cupid's Grenade back to the ship.

## 17 Velvety Dreamdrop

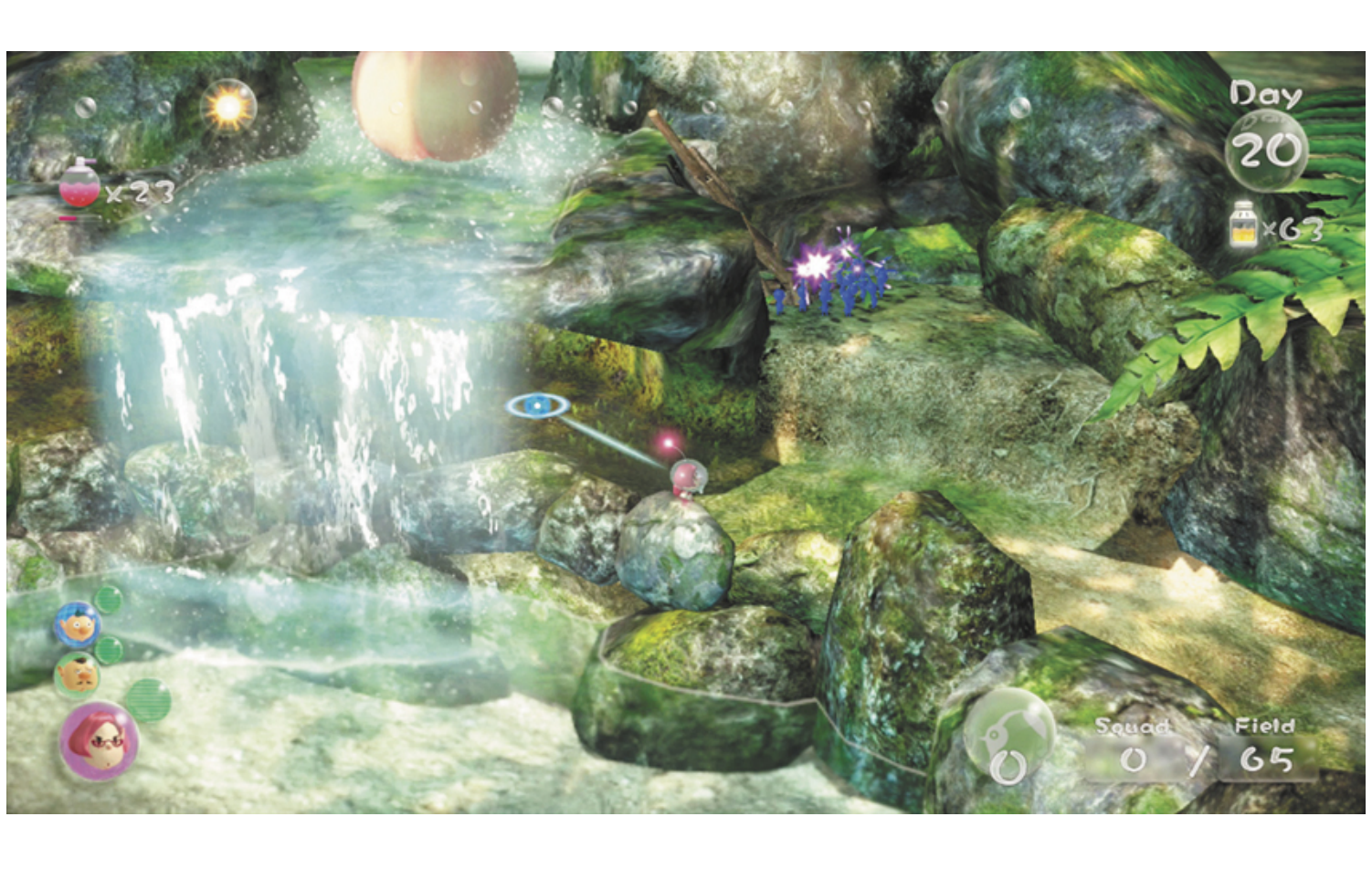


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 20

This Velvety Dreamdrop is attached to the base of a Flukeweed. After you clear the enemies in the cave, use the Winged Pikmin pull the fruit out of the ground. It's much easier to clear the enemies if you bring some Bomb Rocks and a group of Blue Pikmin.

## 18 Mock Bottom

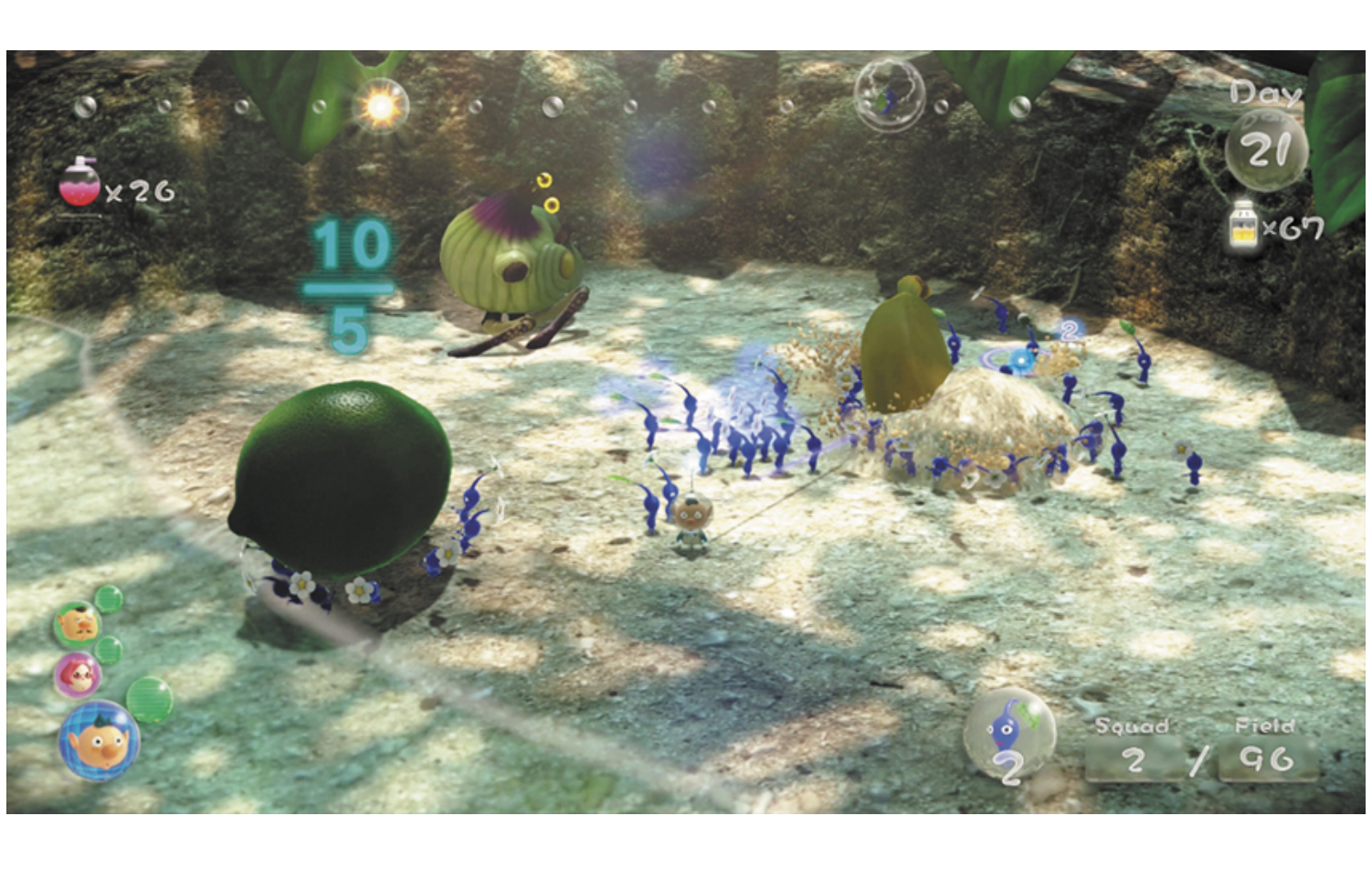


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 20

The Mock Bottom is located at the top of a waterfall. Toss at least 10 Blue Pikmin onto the nearby Climbing Stick. When the Climbing Stick is fully extended, the Pikmin automatically climb up to the Mock Bottom and carry it back to the ship.

## 19 Zest Bomb

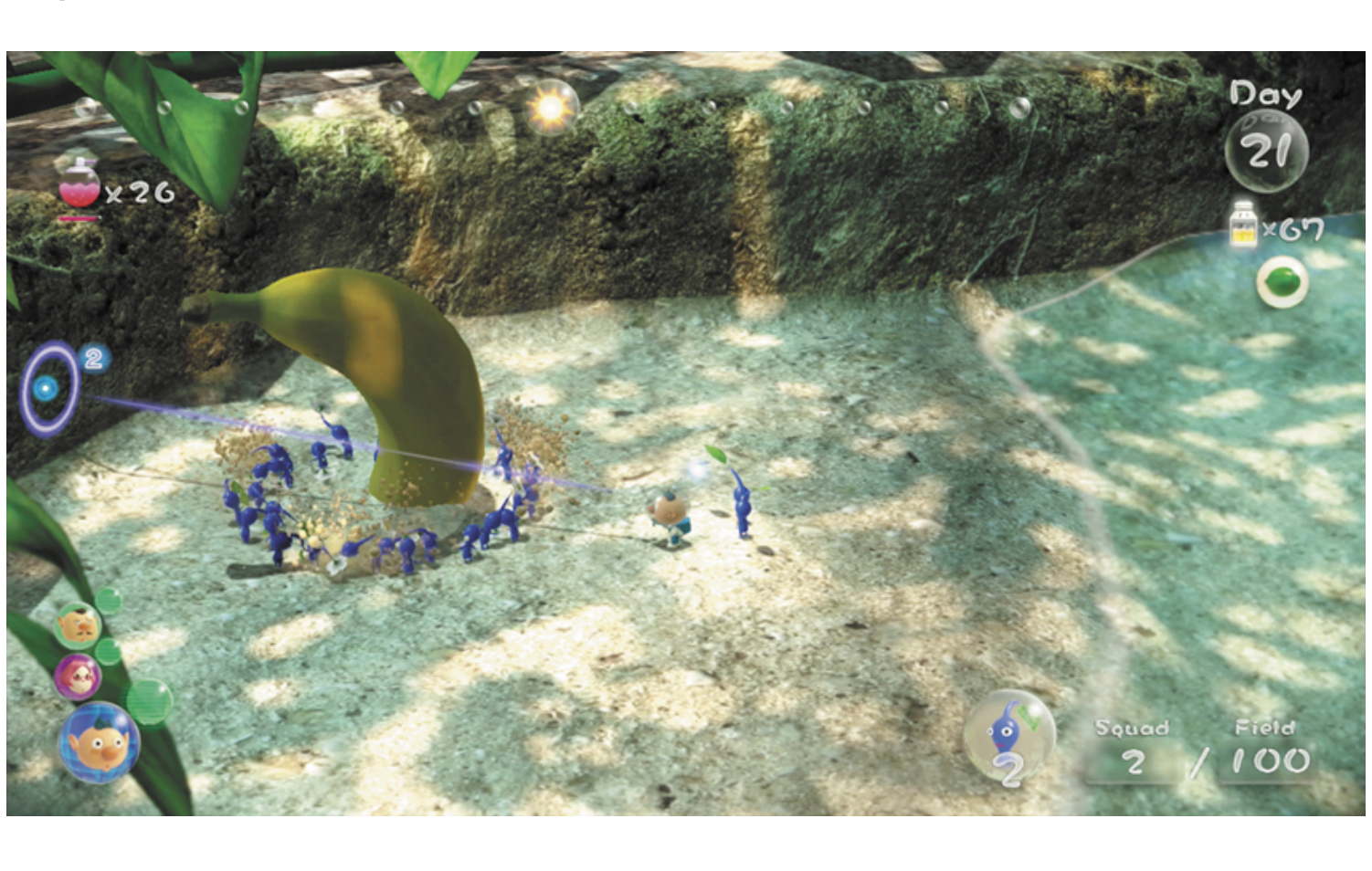


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 21

This Zest Bomb is located inside of a Peckish Aristocrab. Lead a squad of Blue Pikmin into the water and attack the creature. After you defeat the Peckish Aristocrab, assign at least five Pikmin to carry the Zest Bomb across the water.

## Slapstick Crescent

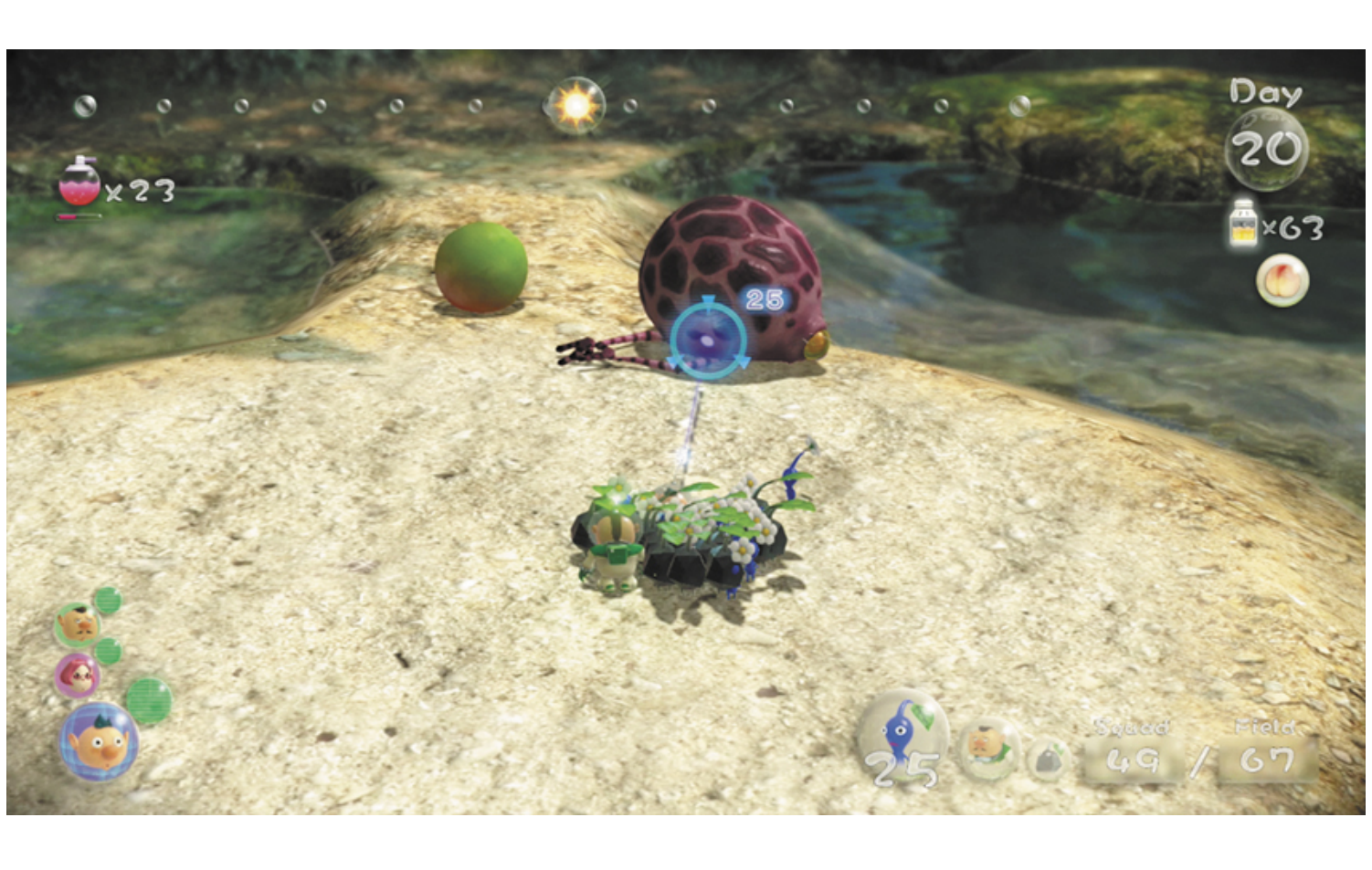


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 21

The Slapstick Crescent is on a small patch of sand across the water. After you clear out the nearby Peckish Aristocrab, assign at least 15 Blue Pikmin (or Winged Pikmin) to unearth the fruit and carry it through the water.

## 20 Searing Acidshock

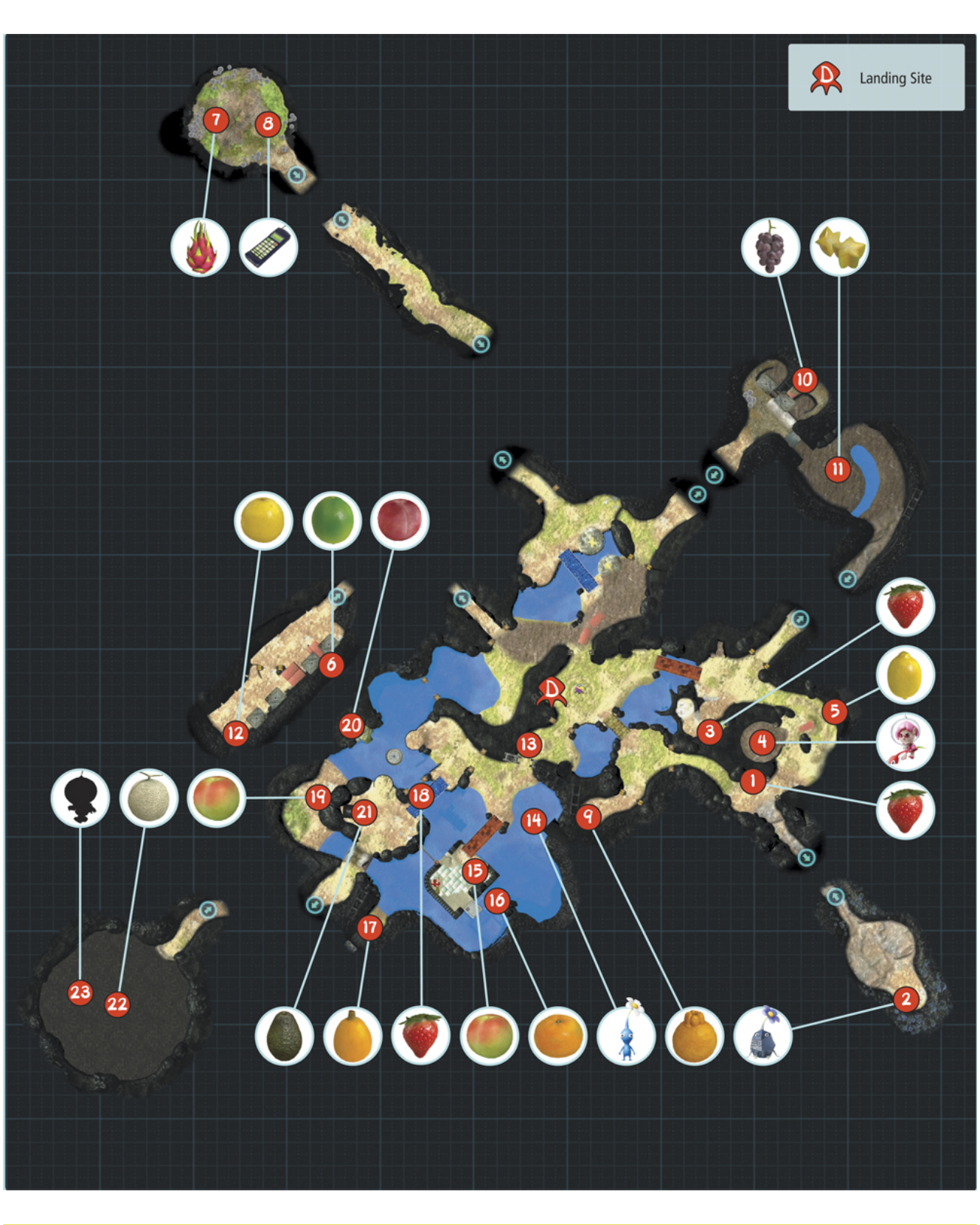


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 20

This Searing Acidshock is located within a Calcified Crushblat. Move through the water southwest of the landing site and clear the path into the Calcified Crushblat's enclosure. Use a combination of Blue Pikmin and Rock Pikmin to defeat the creature, then assign a few Blue Pikmin to transport the fruit back to the ship.

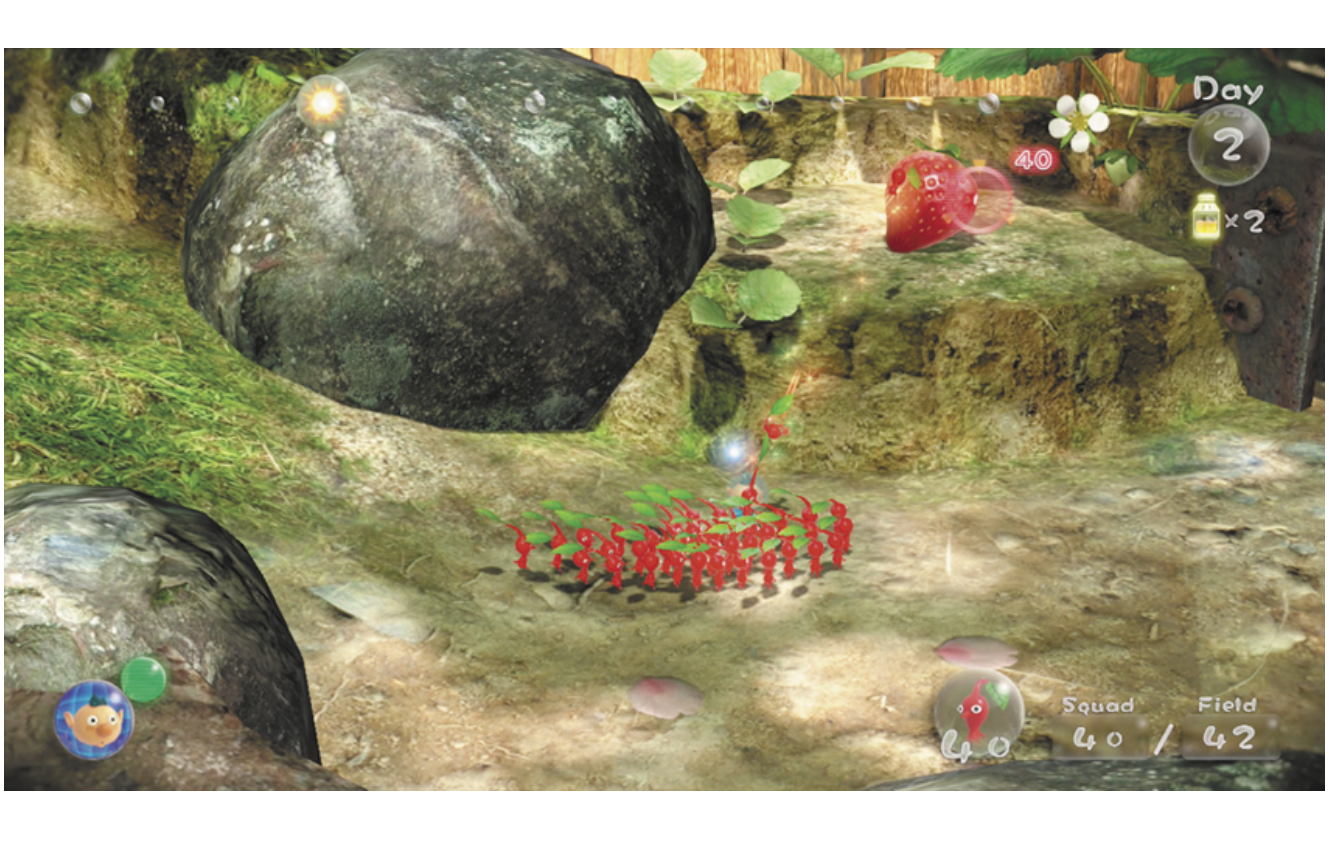
# Garden of Hope



**Note**

Complete the Day 1 tutorial to gain access to the Garden of Hope.

## 1 Sunseed Berry

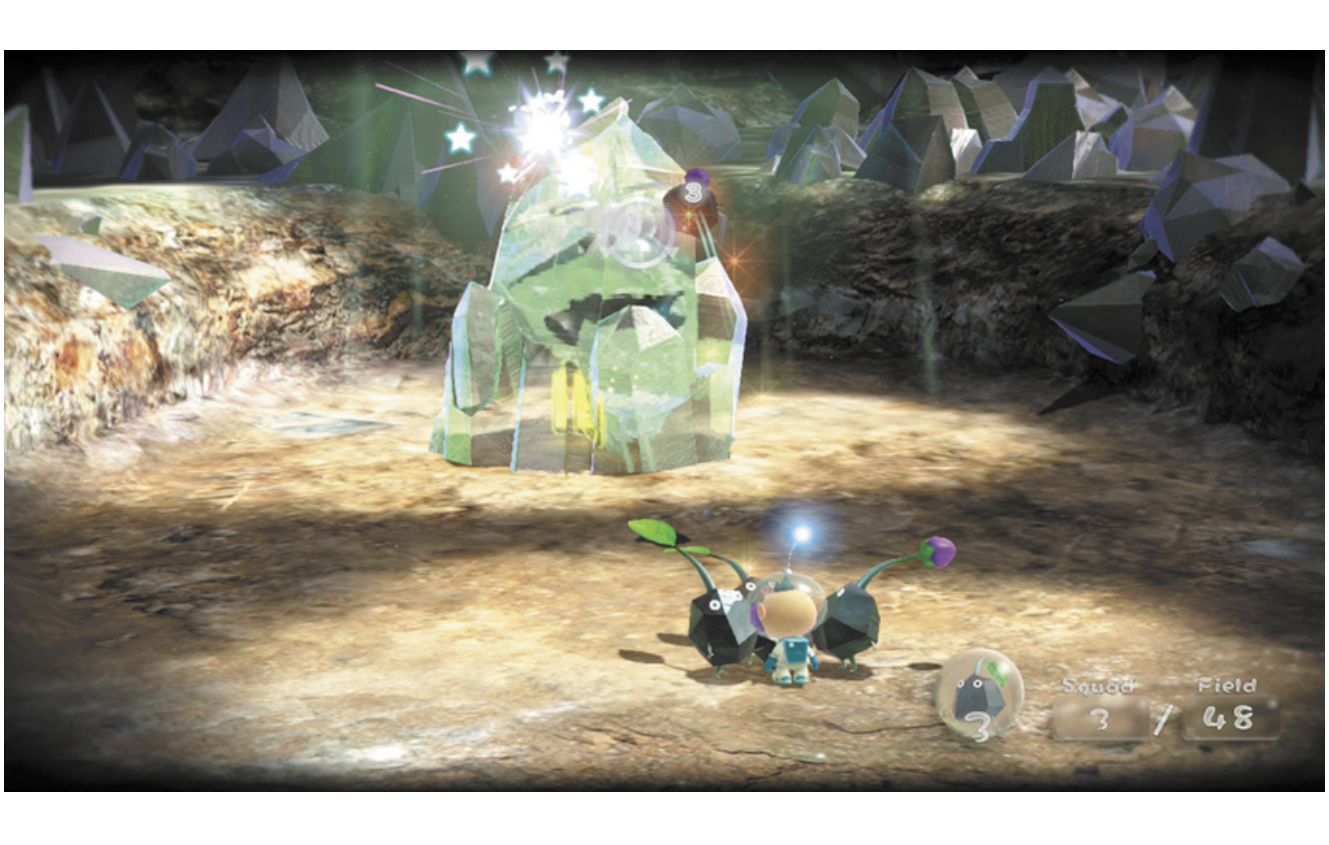


Prerequisite: Complete the Day 1 Tutorial

Walkthrough Coverage: Day 2

The Sunseed Berry is located on a small ledge. Simply toss a few Pikmin onto the ledge to transport the fruit to the ship.

## 2 Rock Pikmin Onion

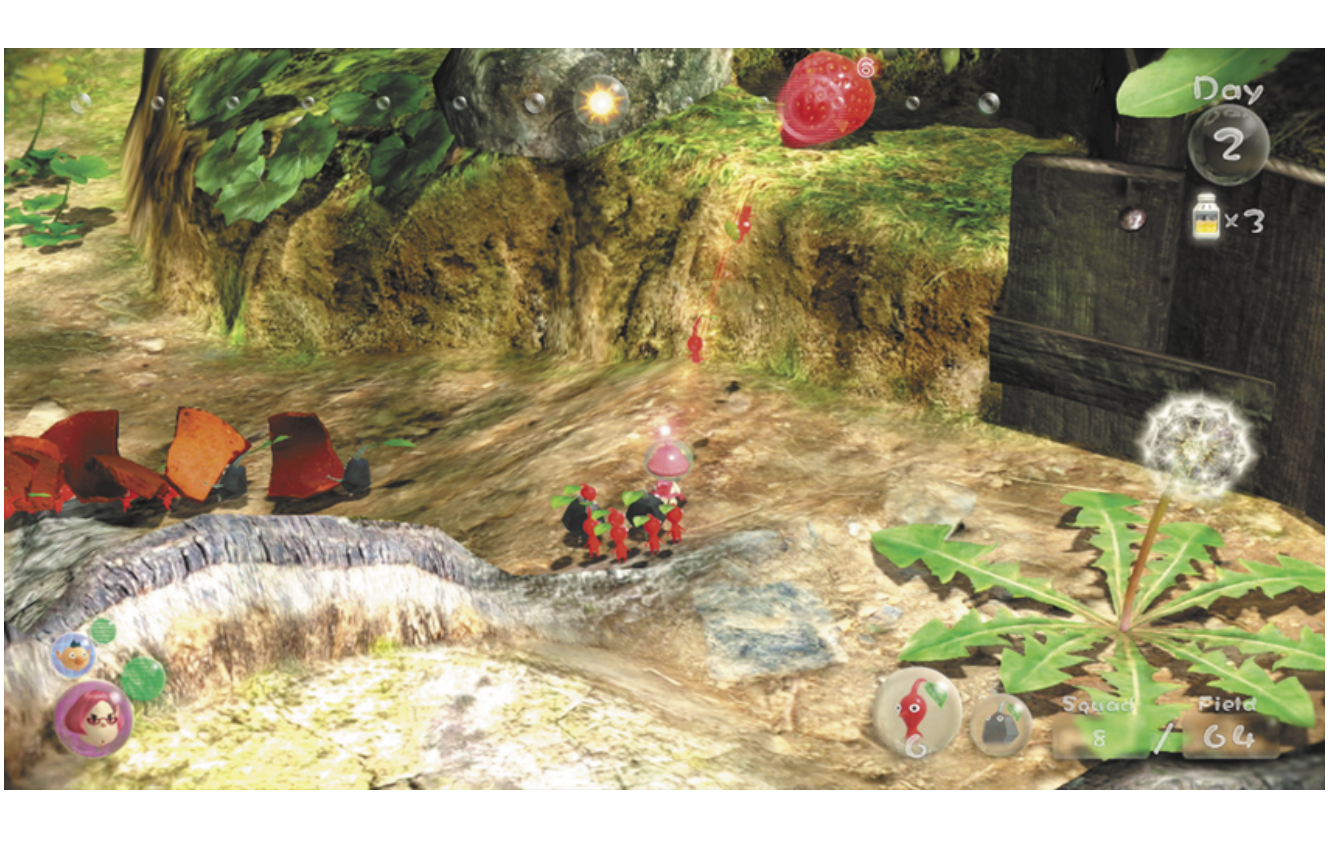


Prerequisite: Complete the Day 1 Tutorial

Walkthrough Coverage: Day 2

The Rock Pikmin Onion is encased in a Large Crystal. Defeat the nearby Medusal Slurker to rescue a small group of Rock Pikmin, then use the Rock Pikmin to shatter the Large Crystal.

## 3 Sunseed Berry

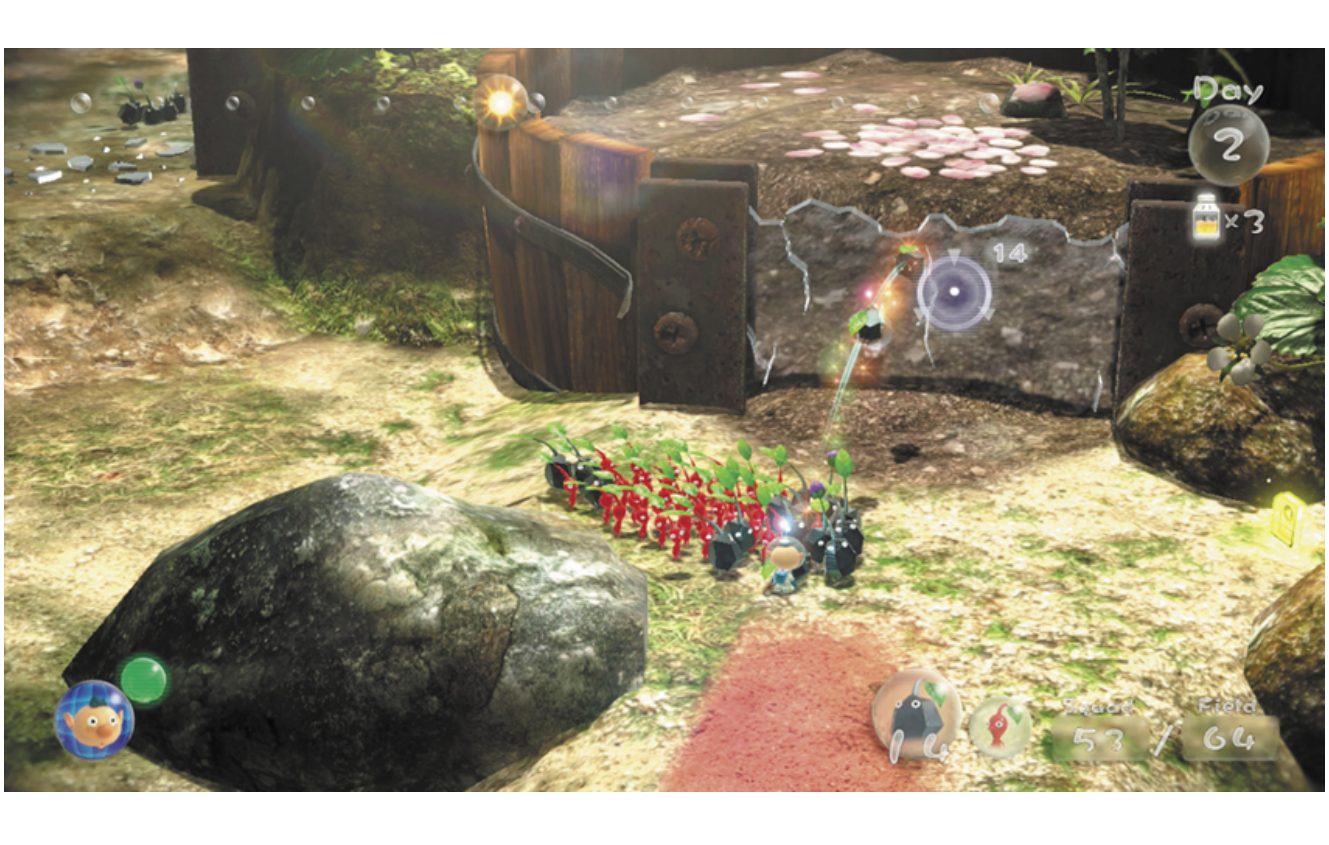


Prerequisite: Acquire the Rock Pikmin

Walkthrough Coverage: Day 2

This Sunseed Berry is located on a small ledge. To collect it, simply toss a few Pikmin up to the fruit.

## 4 Brittany

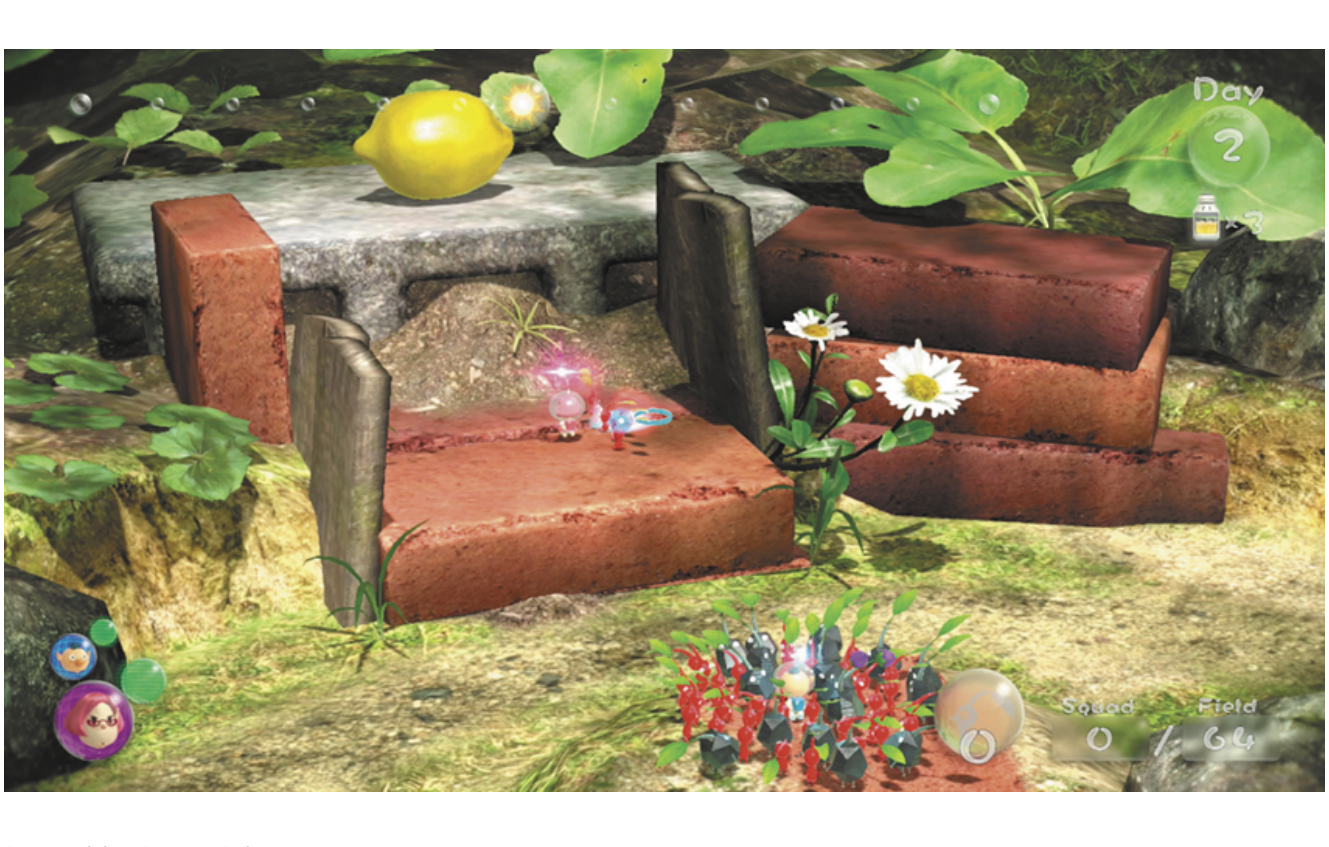


Prerequisite: Acquire the Rock Pikmin

Walkthrough Coverage: Day 2

Use the Rock Pikmin to destroy the Crystal Walls blocking your path to Brittany.

## 5 Face Wrinkler

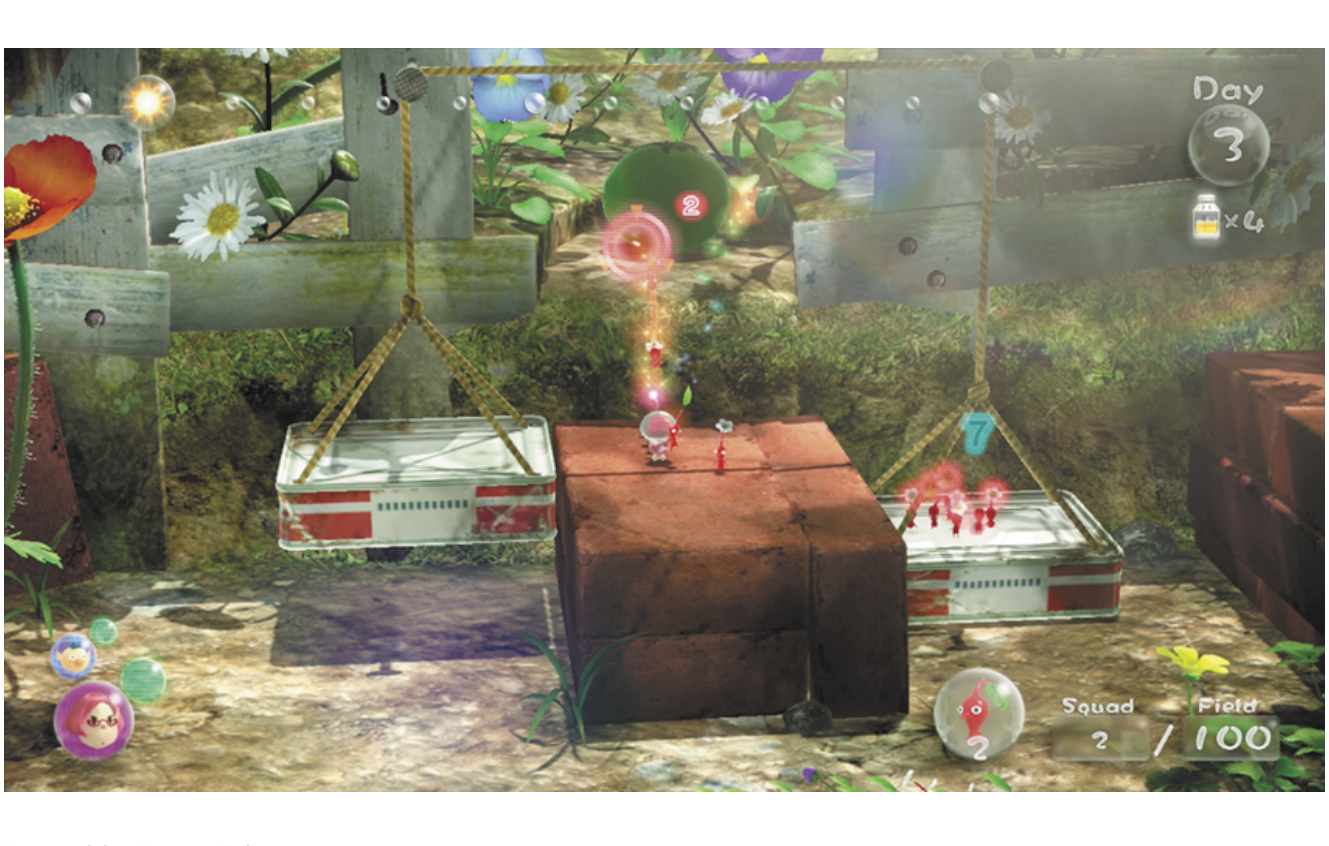


Prerequisite: Rescue Brittany

Walkthrough Coverage: Day 2

After you rescue Brittany, follow her instructions to collect the nearby Face Wrinkler. Throw Brittany and five Pikmin onto the brick. Switch to Brittany, gather the five Pikmin, and throw them up to the Face Wrinkler.

## 6 Zest Bomb

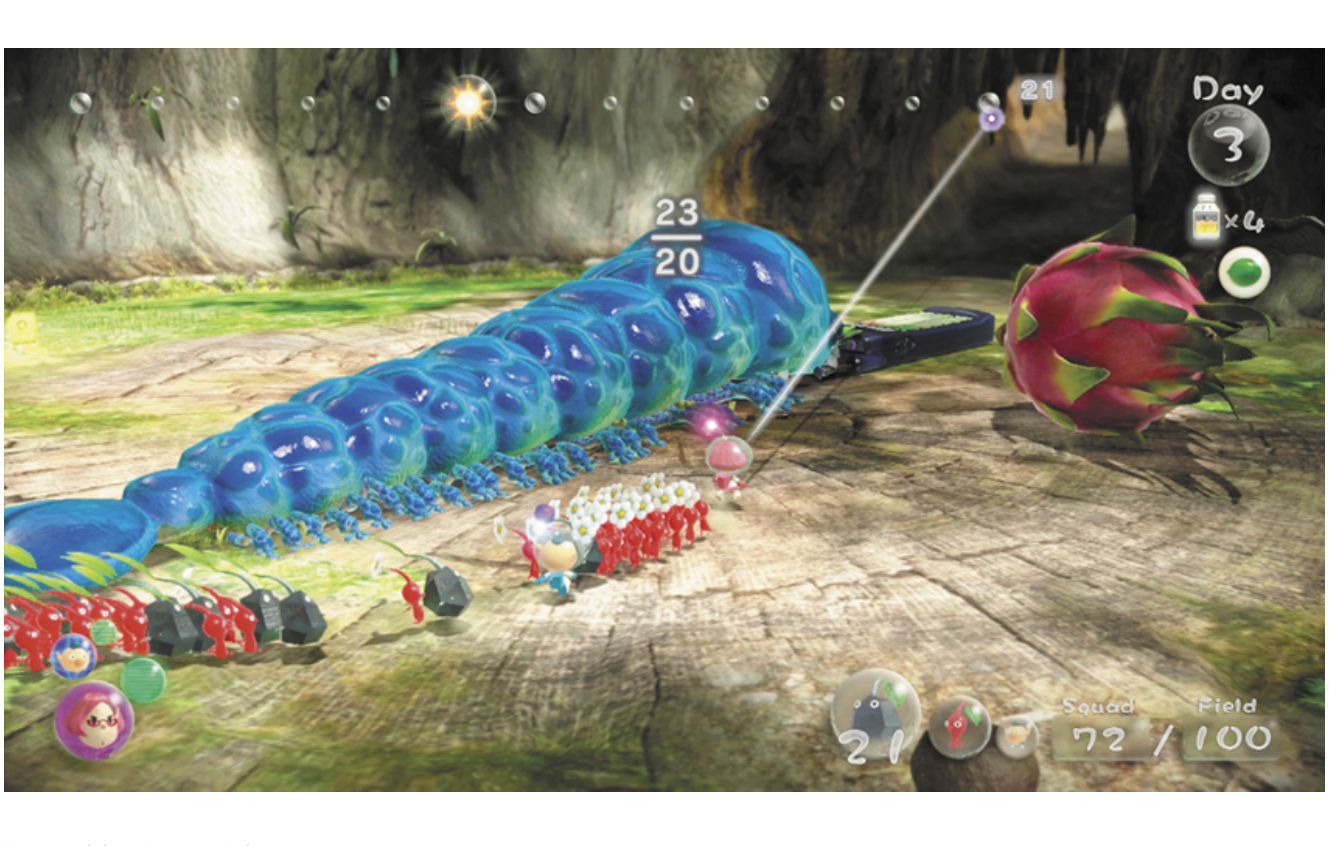


Prerequisite: Rescue Brittany

Walkthrough Coverage: Day 3

Toss five Pikmin and one crew member onto one of the suspended tins. Toss seven Pikmin onto the connected tin to lift the small squad off of the ground. Switch to the crew member on the tin, then gather the nearby Pikmin and lead them onto the stacked bricks. Toss the Pikmin up to the Zest Bomb to transport it back to the ship.

## 7 Firebreathing Feast

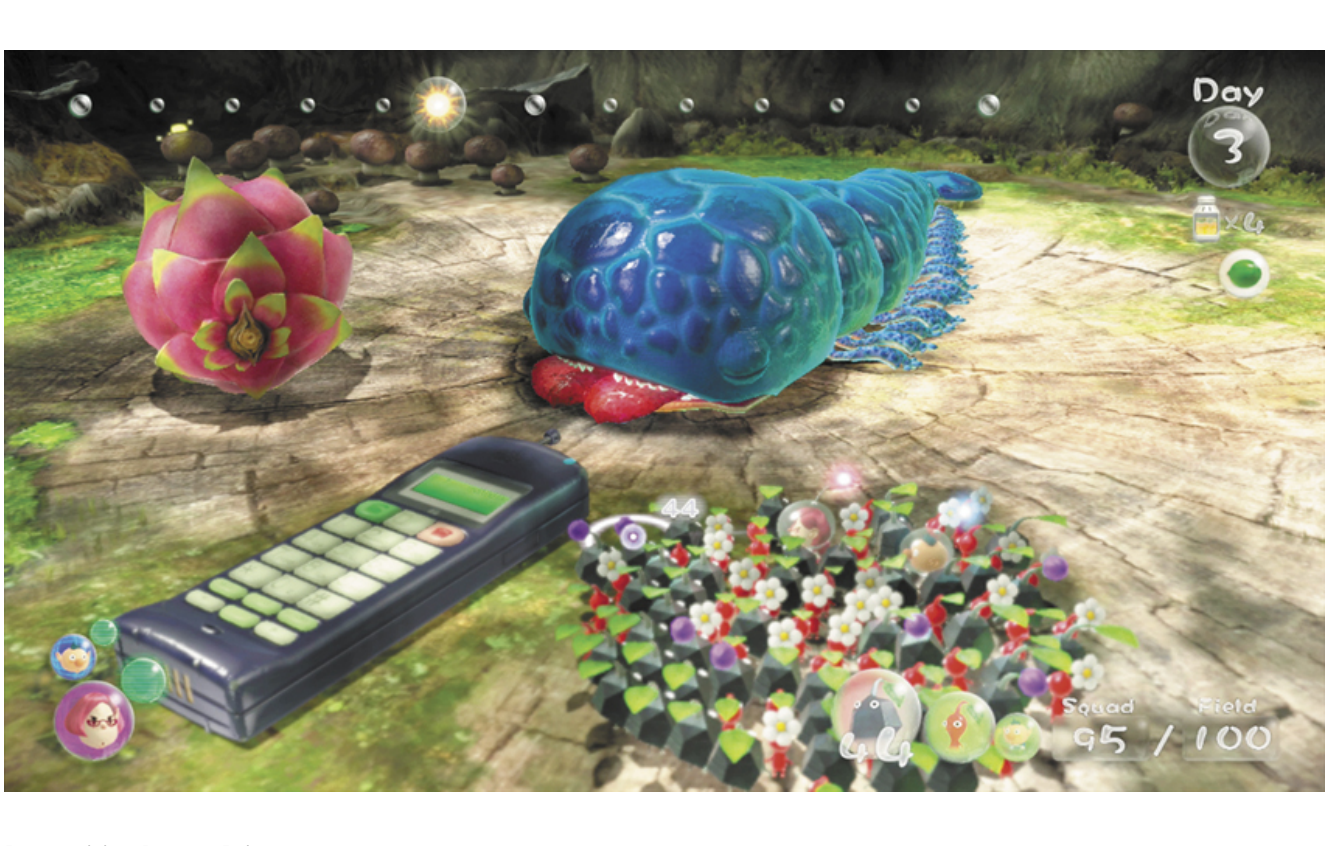


Prerequisite: Rescue Brittany

Walkthrough Coverage: Day 3

The Armored Mawdad contains a Firebreathing Feast. Defeat this creature to reveal the fruit, then assign some Pikmin to carry it back to the ship.

## 8 Data Glutton



Prerequisite: Rescue Brittany

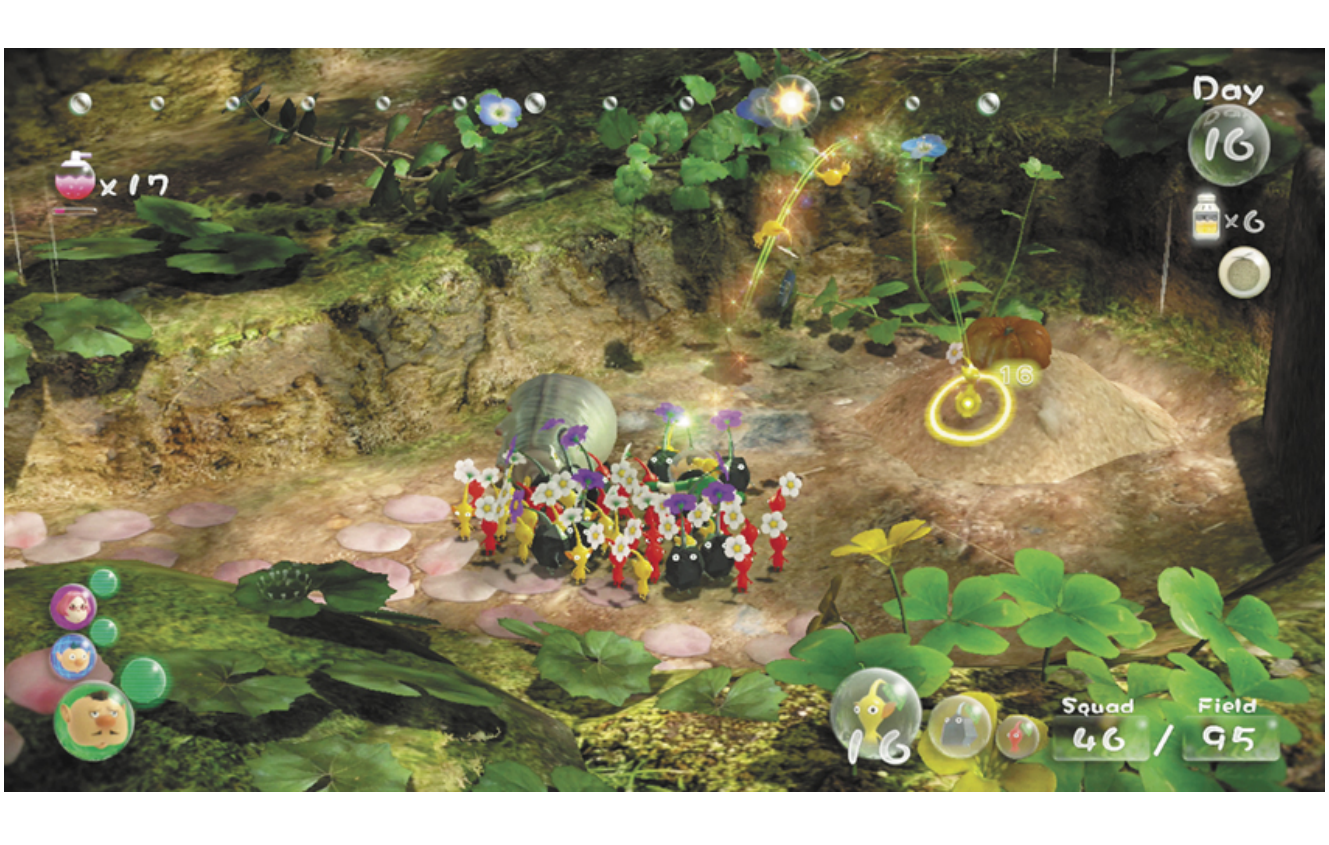
Walkthrough Coverage: Day 3

The Armored Mawdad contains a Data Glutton. Defeat this creature to reveal the device, then assign some Pikmin to carry it back to the ship.

**Note**

Collecting the Data Glutton grants access to the Distant Tundra.

## 9 Pocked Airhead

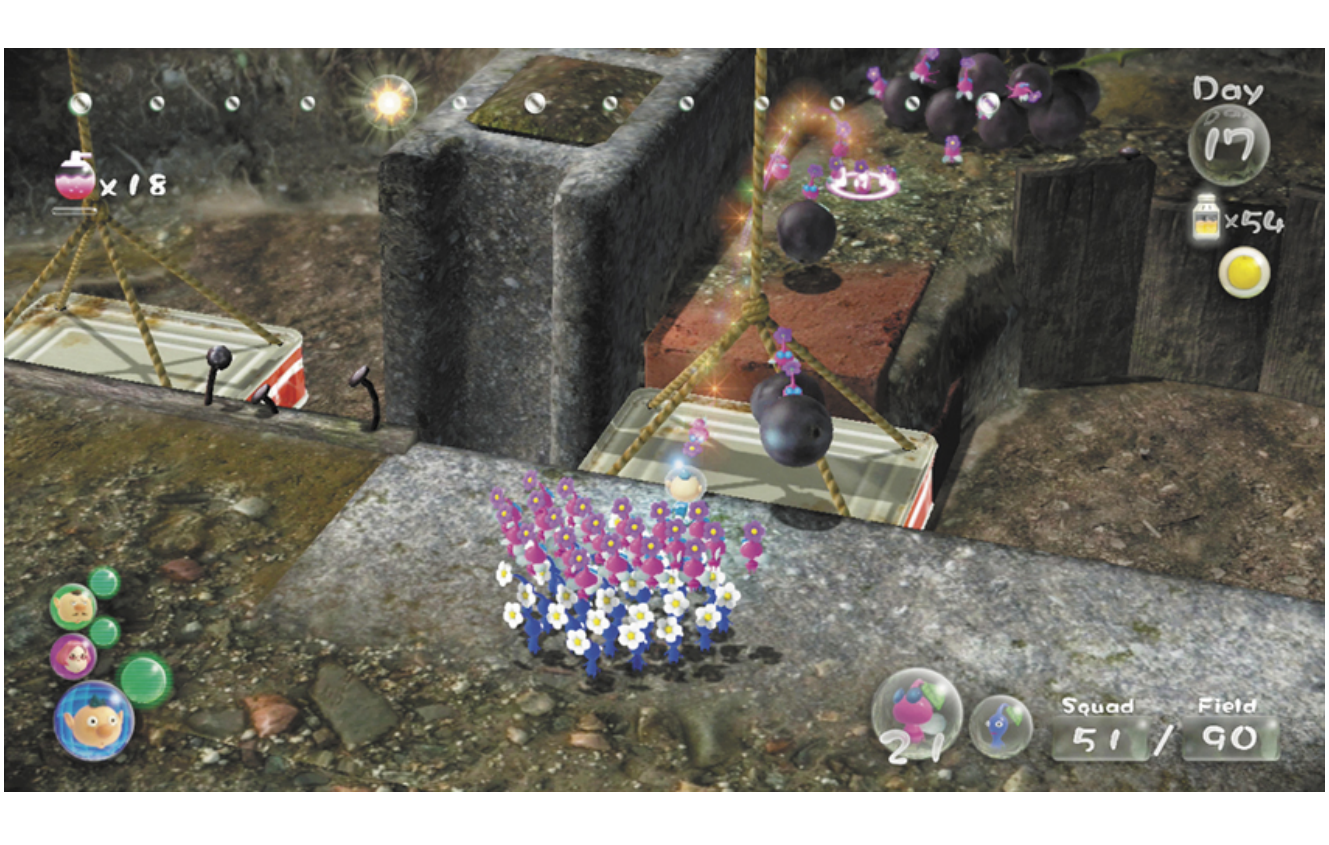


Prerequisite: Acquire the Yellow Pikmin

Walkthrough Coverage: Day 16

This Pocked Airhead is buried behind an Electric Gate. Use Yellow Pikmin to clear the obstacle, then defeat the nearby Fiery Blowhog. Assign Pikmin to unearth the fruit and transport it to the ship.

## 10 Dusk Pustules

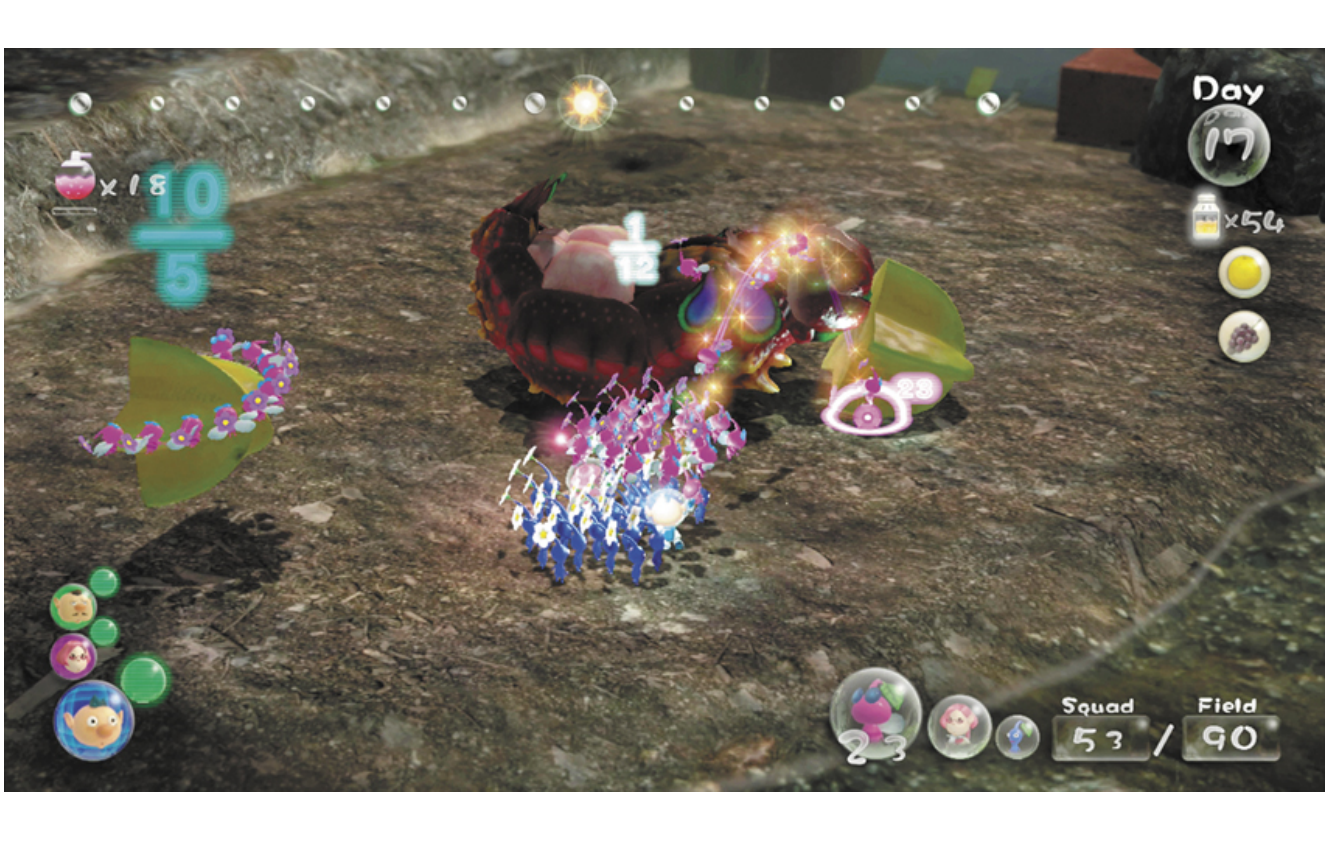


Prerequisite: Acquire the Yellow Pikmin

Walkthrough Coverage: Day 17

Use the Yellow Pikmin to destroy the Electric Gate blocking the path to the cave, then approach the tins suspended near the Dusk Pustules. Use a large group of Pikmin to adjust the suspended tins and create a temporary bridge to the fruit. To make this task easier, use Winged Pikmin to bypass the tins as they carry the Dusk Pustules back to the ship.

## 11 Stellar Extrusion

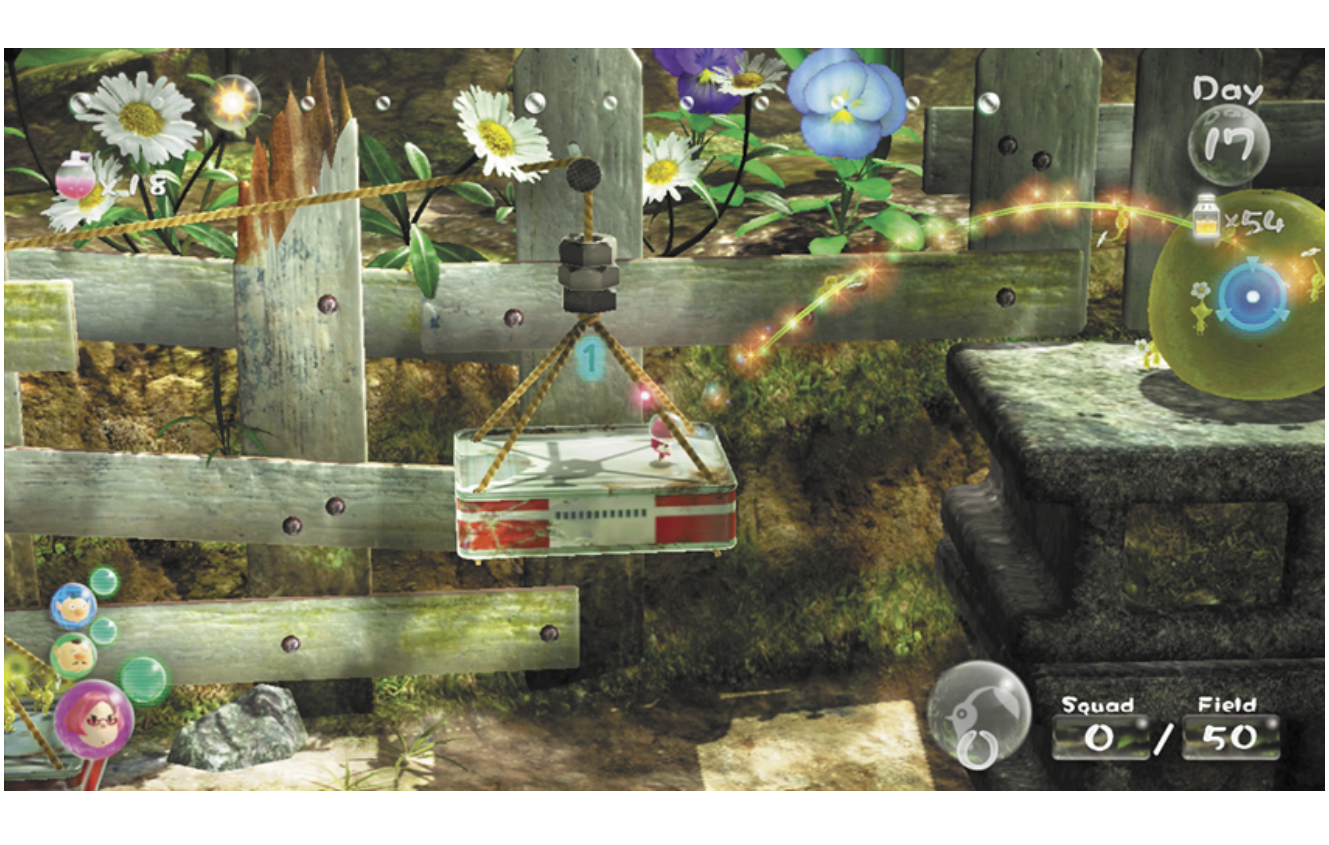


Prerequisite: Acquire the Yellow Pikmin

Walkthrough Coverage: Day 17

Use the Yellow Pikmin to destroy the Electric Gates blocking the paths to this cave, then defeat the Bug-Eyed Crawmad to reveal two halves of a Stellar Extrusion. To make this task easier, use Winged Pikmin and Blue Pikmin to defeat the Bug-Eyed Mawdad.

## 12 Astringent Clump

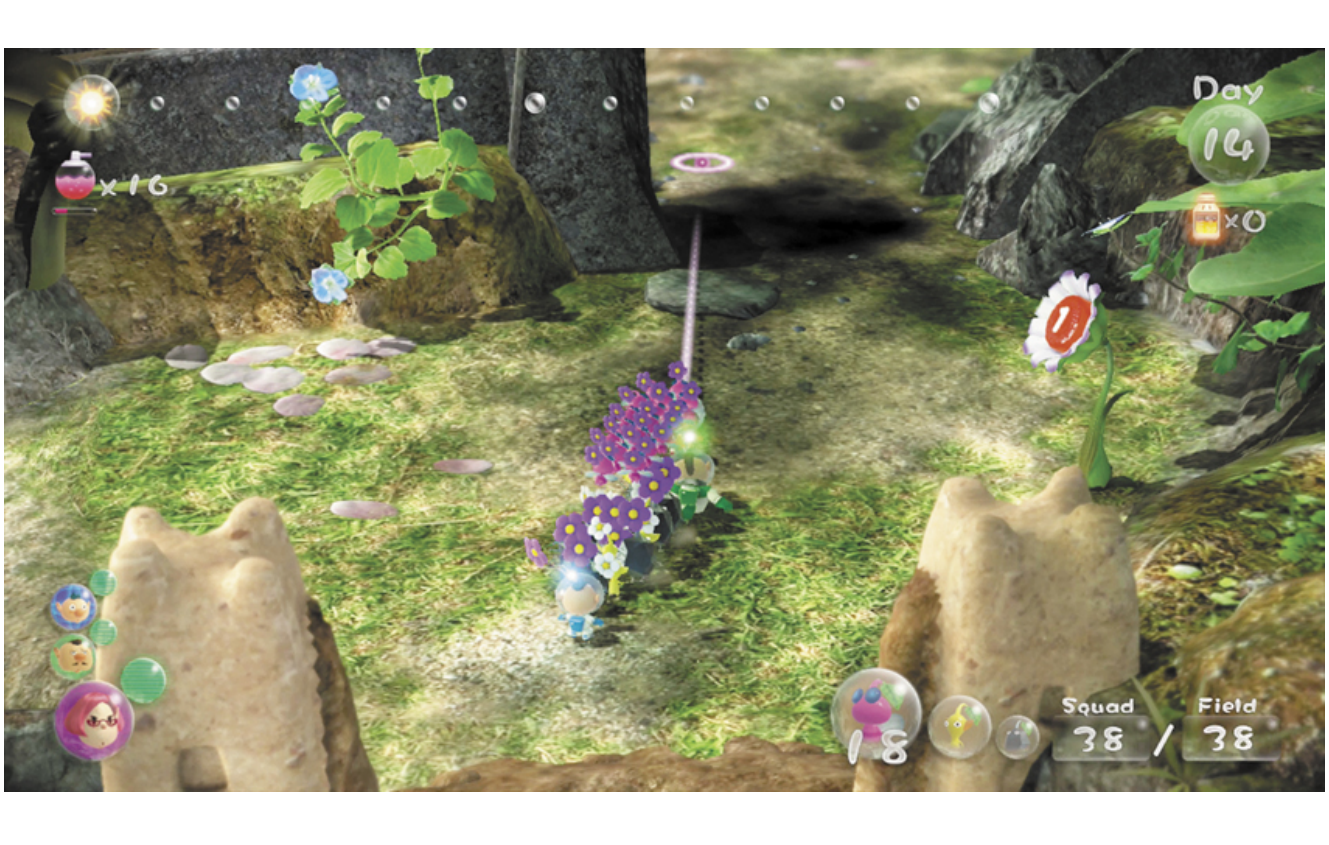


Prerequisite: Rescue Captain Charlie

Walkthrough Coverage: Day 17

You'll need all three crew members and a large squad of Yellow Pikmin to reach this fruit. Destroy the Electric Gate in the center of the enclosure and use the suspended tins to move one crew member and 10 Pikmin into range of the Astringent Clump. Once this smaller squad is in position, throw your Pikmin over to the fruit.

## 13 Destroy the Cinder Block

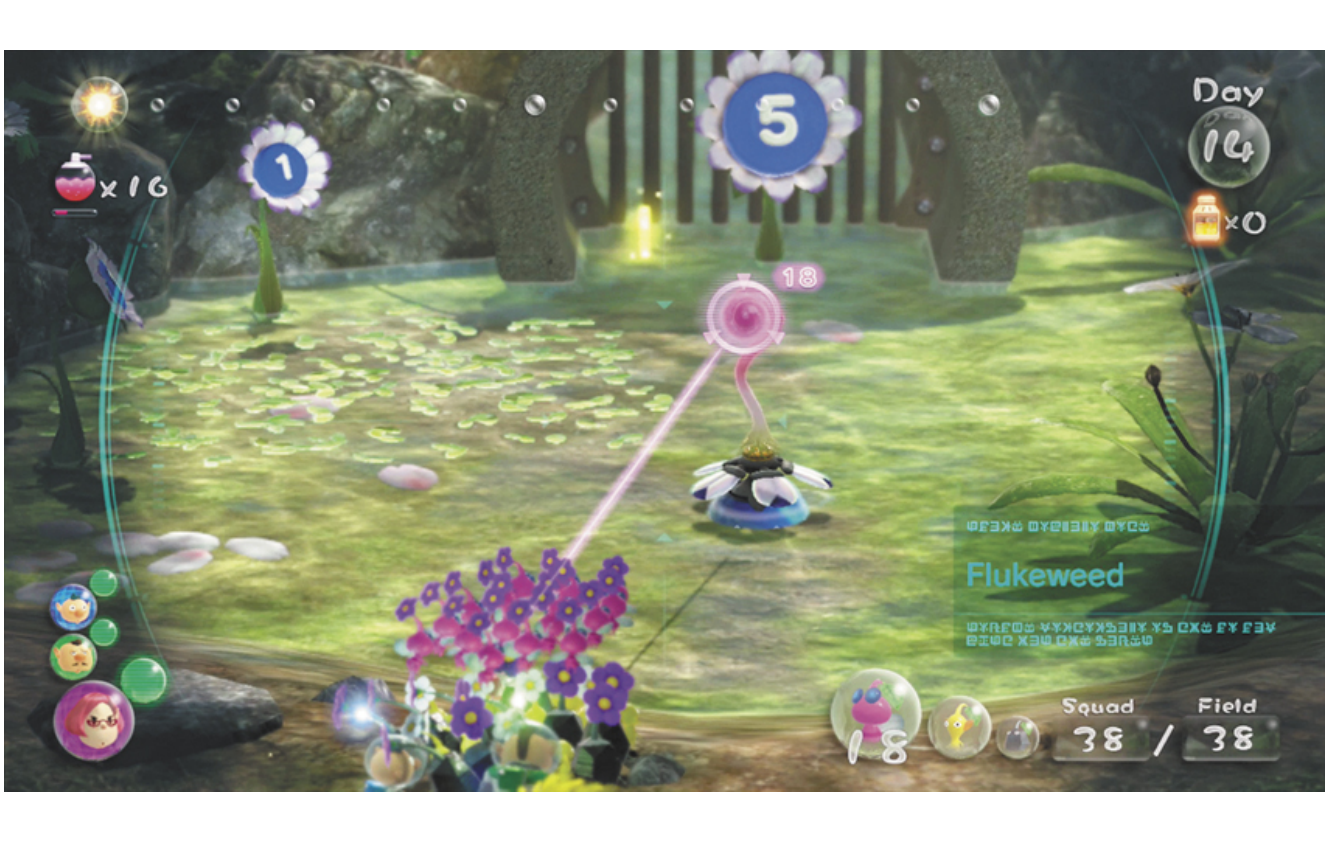


Prerequisite: Rescue Louie in the Twilight River

Walkthrough Coverage: Day 14

You must recover Louie from the Twilight River before you can access the west half of the Garden of Hope. The day after you rescue Louie from the Scornet Maestro, he clears a path through this cinder block wall.

## 14 Blue Pikmin Onion

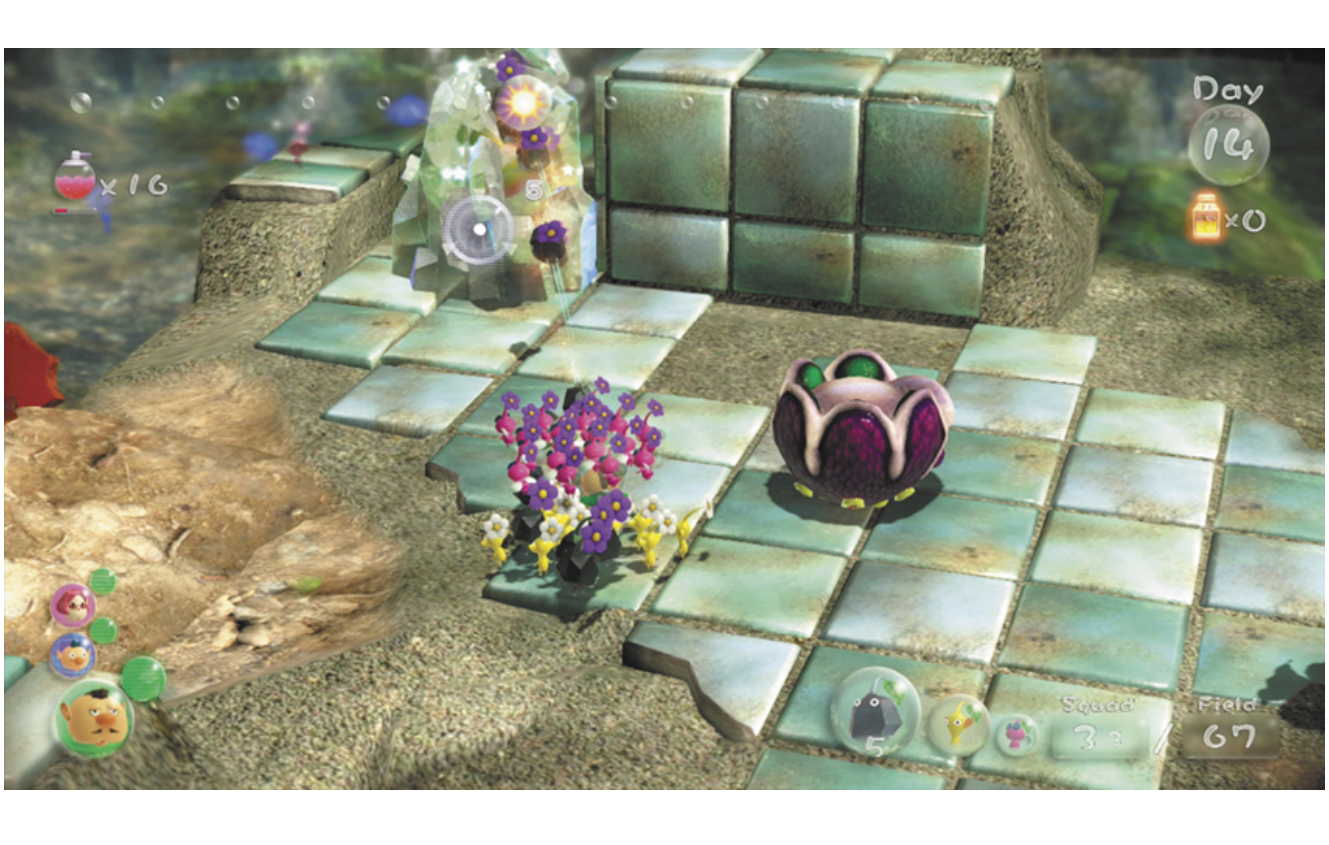


Prerequisite: Rescue Louie in the Twilight River

Walkthrough Coverage: Day 14

After Louie breaks through the cinder block wall, head through the opening to find this Onion. Use three Winged Pikmin to pull the attached Flukeweed until the Onion is free.

## 15 Searing Acidshock

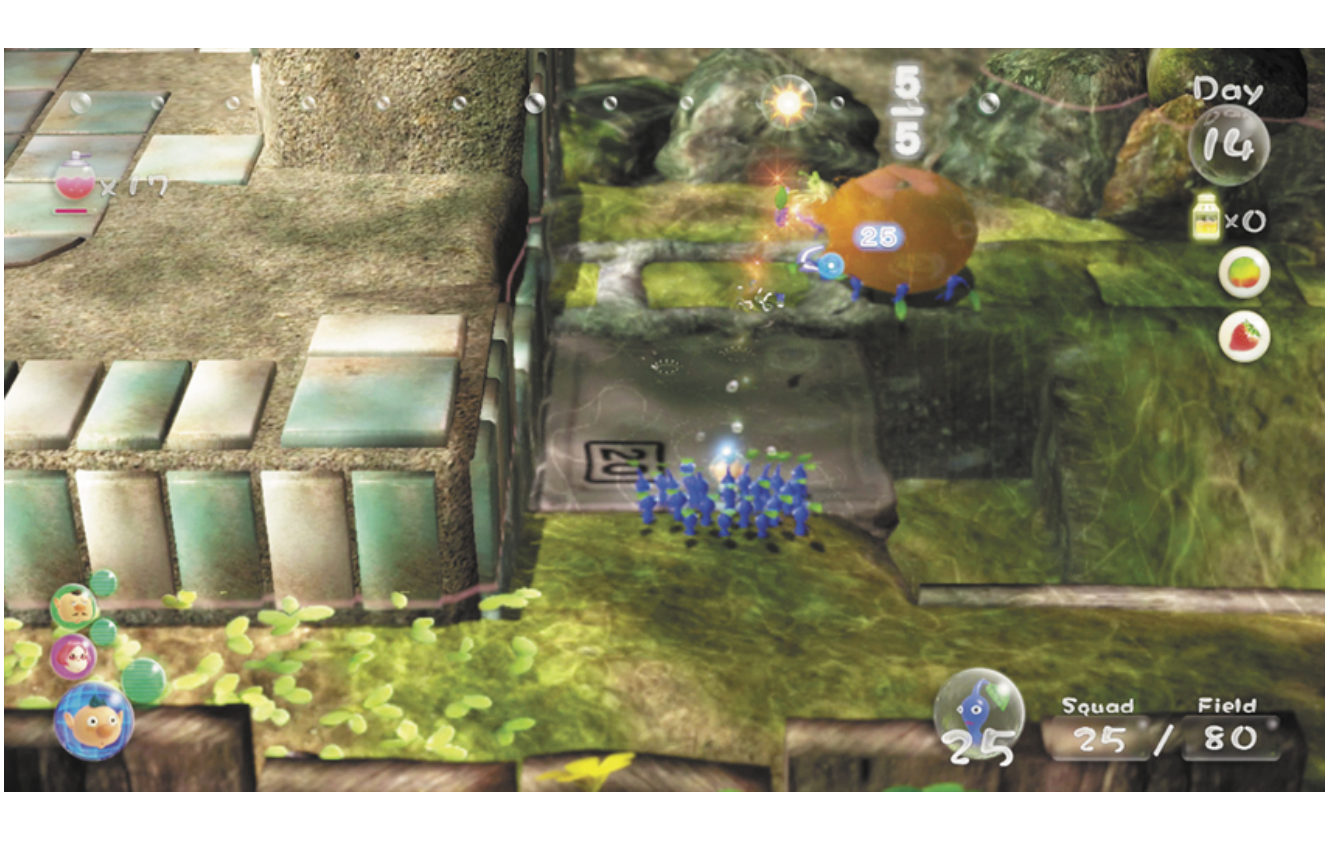


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 14

The Searing Acidshock is encased in a Large Crystal. Build the bridge leading to this location, then use Rock Pikmin to free the fruit.

## 16 Citrus Lump

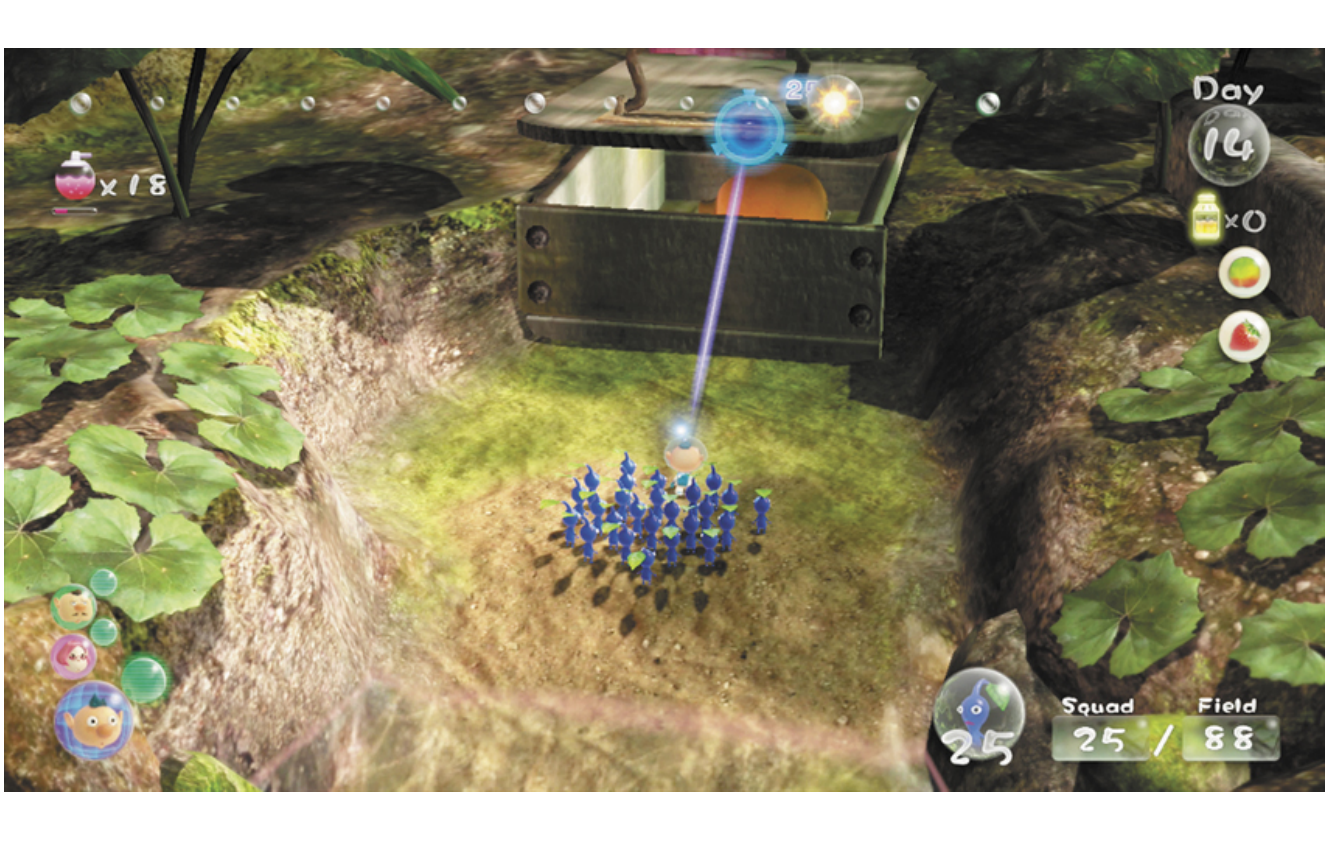


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 14

Move onto the nearby platform and have your Pikmin push the Tin Box into the water. Use Winged Pikmin to raise the nearby Bamboo Gate. Move into the water and use Blue Pikmin to transport the Citrus Lump back to the landing site.

## 17 Velvety Dreamdrop

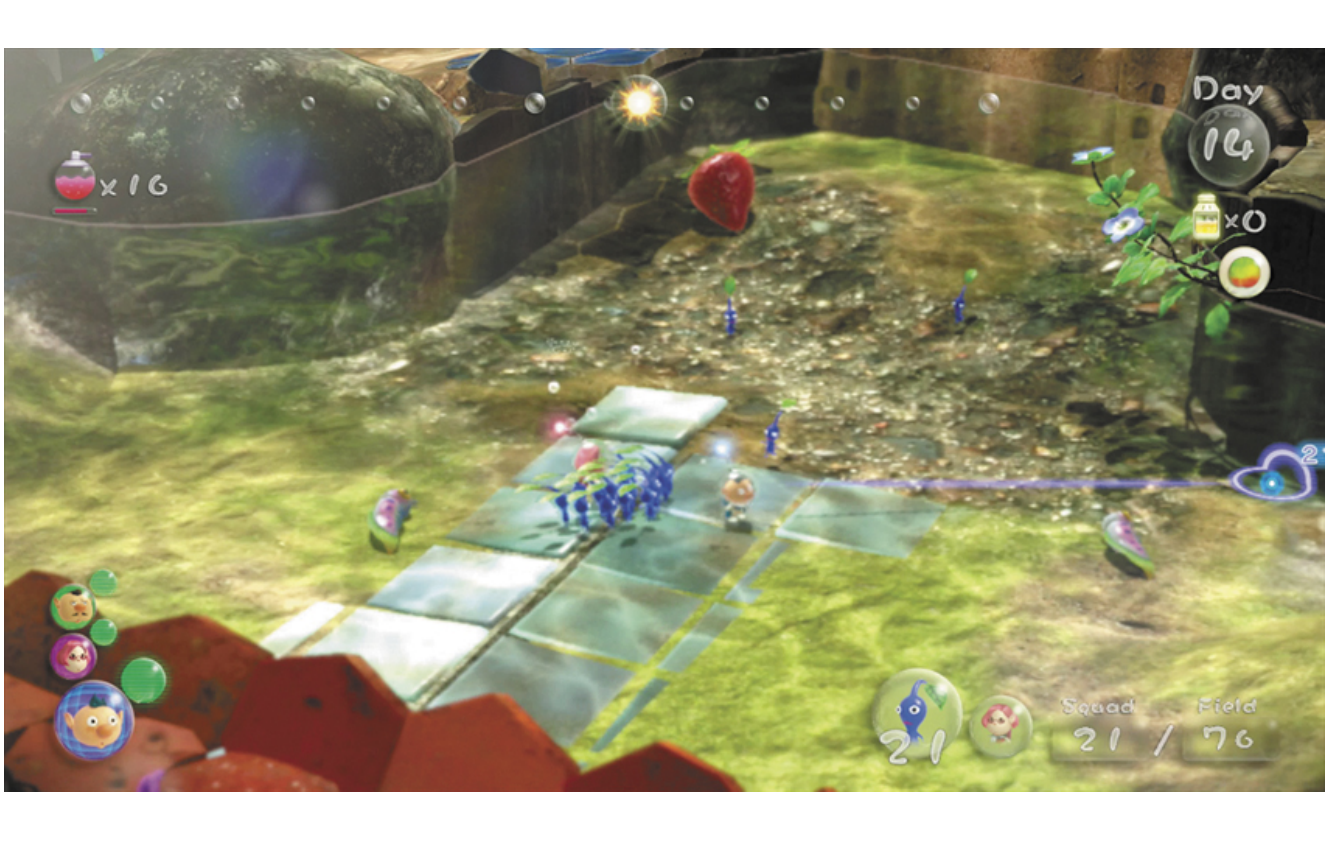


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 14

After you clear out the nearby Puckering Blinnows, use Winged Pikmin to lift the Clipboard lying on the box. When the Velvety Dreamdrop is revealed, use Blue Pikmin to transport the fruit. To create a shorter trip back to the ship, use Winged Pikmin to raise the Bamboo Gate to the northeast.

## 18 Sunseed Berry

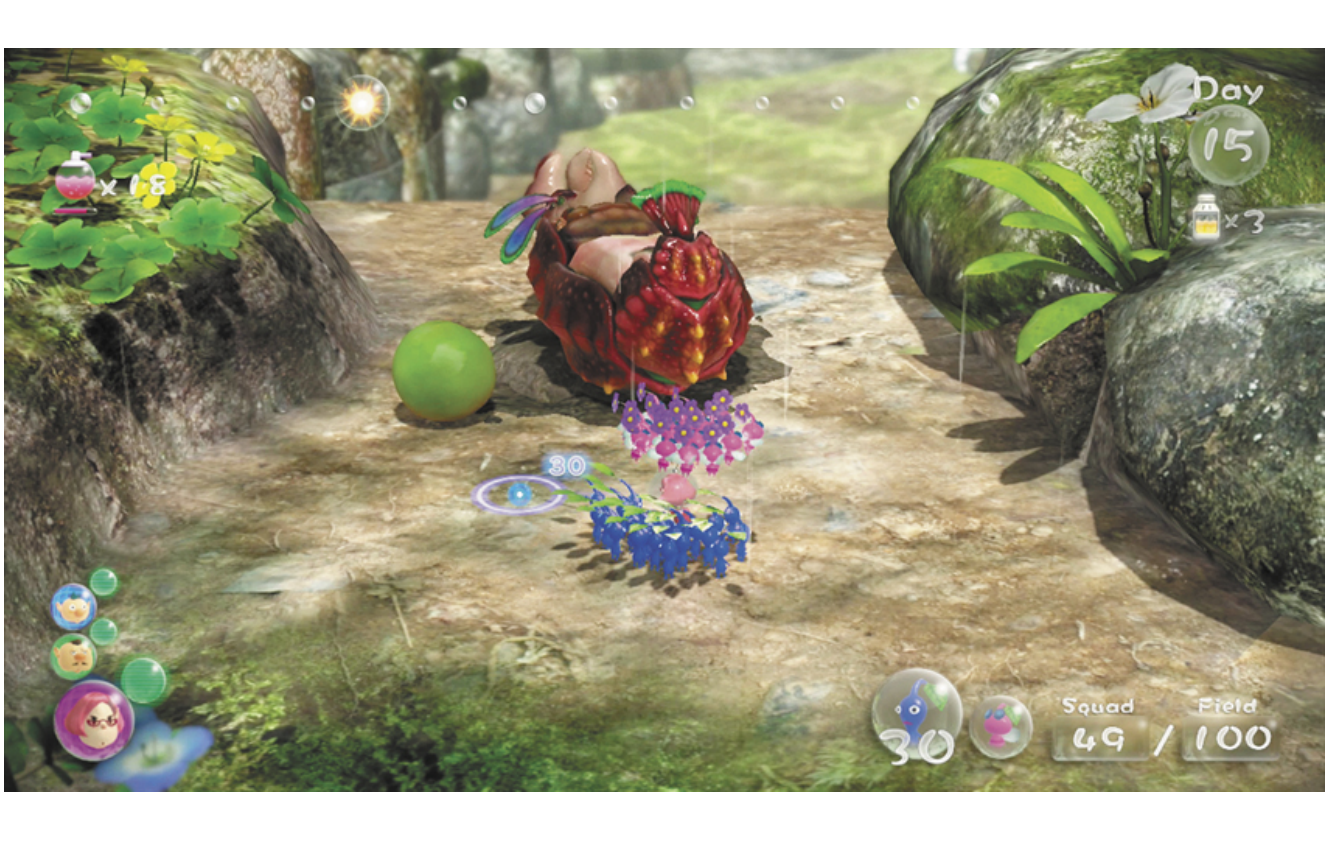


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 14

After you clear out the nearby Puckering Blinnows, use your Blue Pikmin to carry the Sunseed Berry out of the water.

## 19 Searing Acidshock

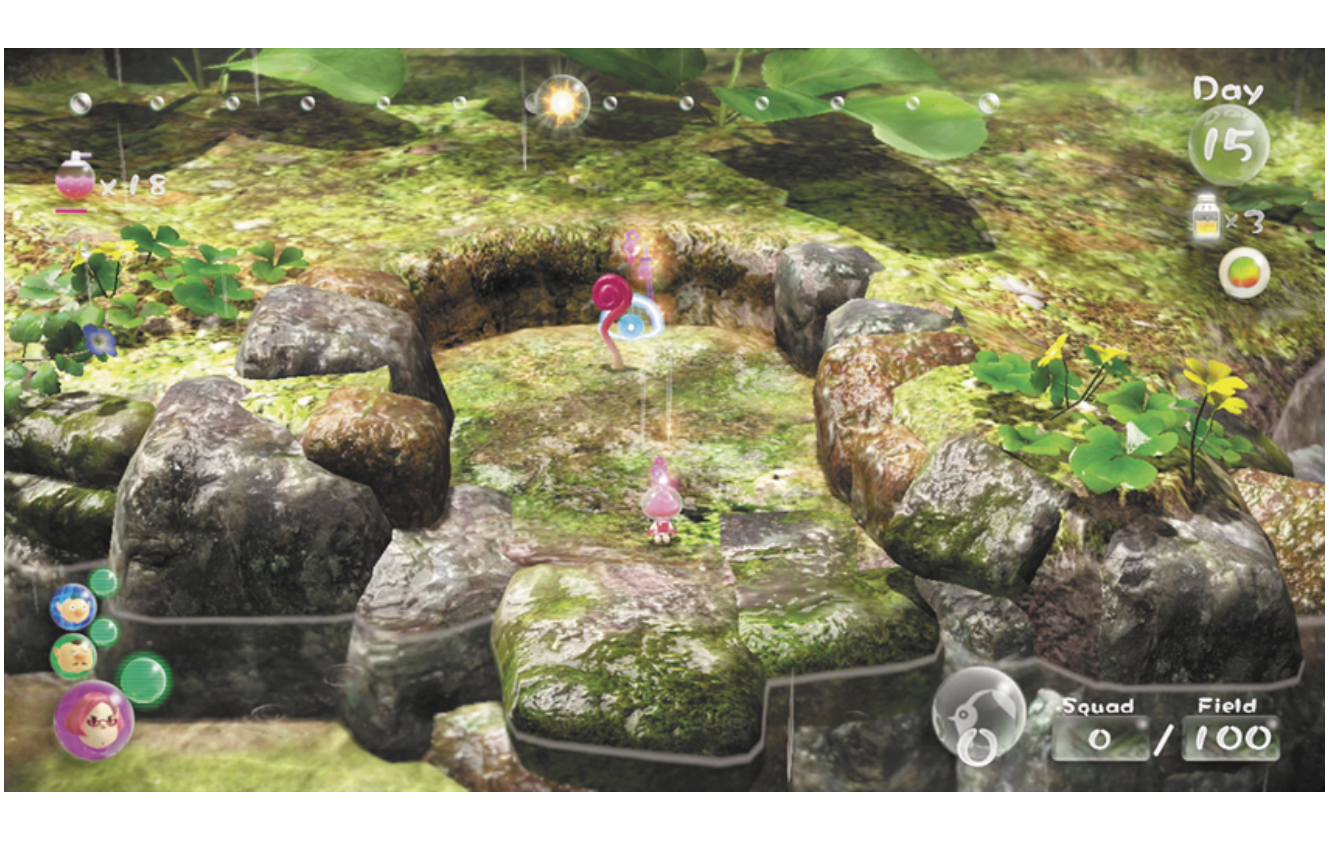


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 15

Defeat the Bug-Eyed Crawmad hiding in the area. When the creature drops a Searing Acidshock, use your Pikmin to transport the fruit back to the ship.

## 20 Lesser Mock Bottom

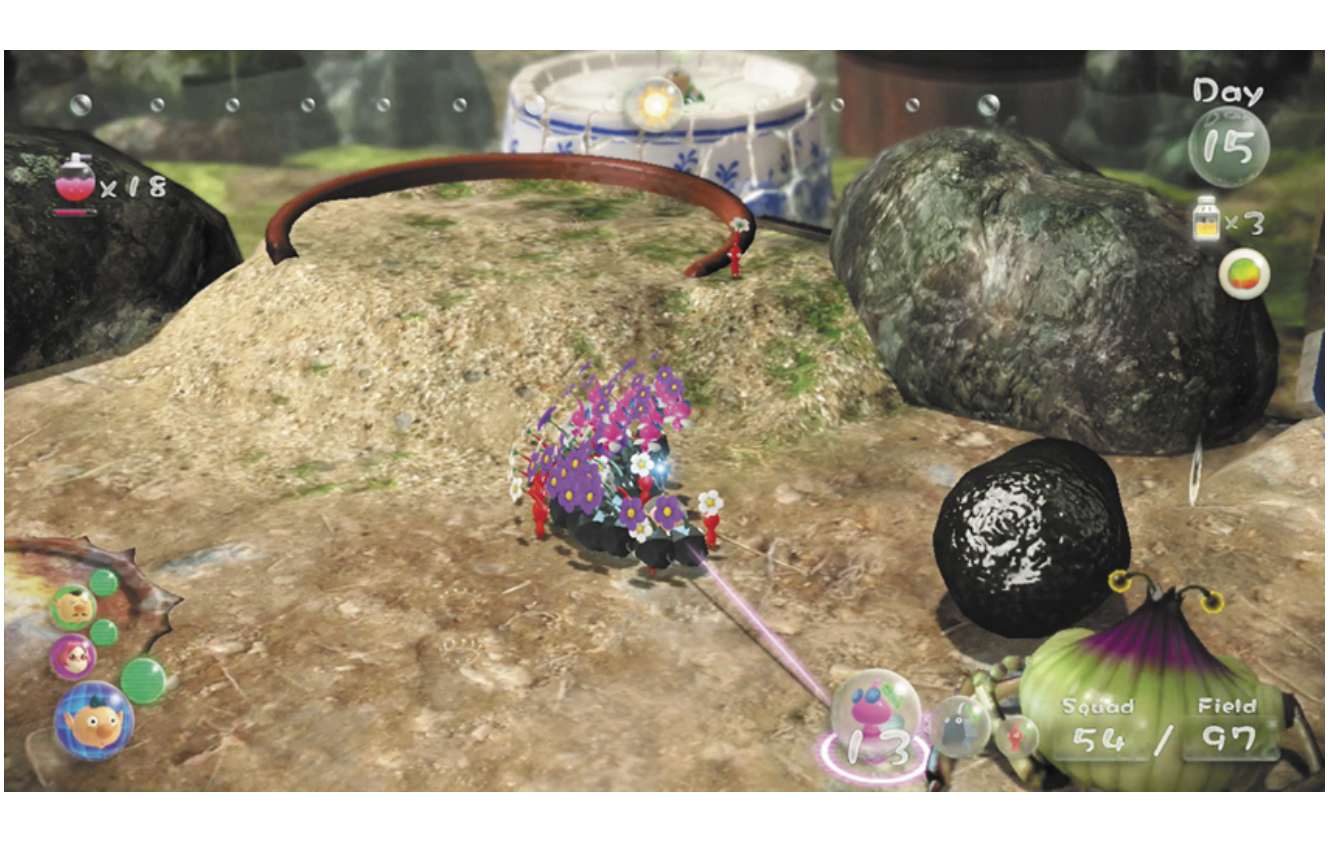


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 15

After you assemble the broken pot southeast of this ledge, throw two crew members and three Winged Pikmin onto the completed pot. Switch to this small squad, then throw one crew member and three Pikmin onto the ledge. Use the Winged Pikmin to pull the Flukeweed and transport the Lesser Mock Bottom.

## 21 Scaly Custard

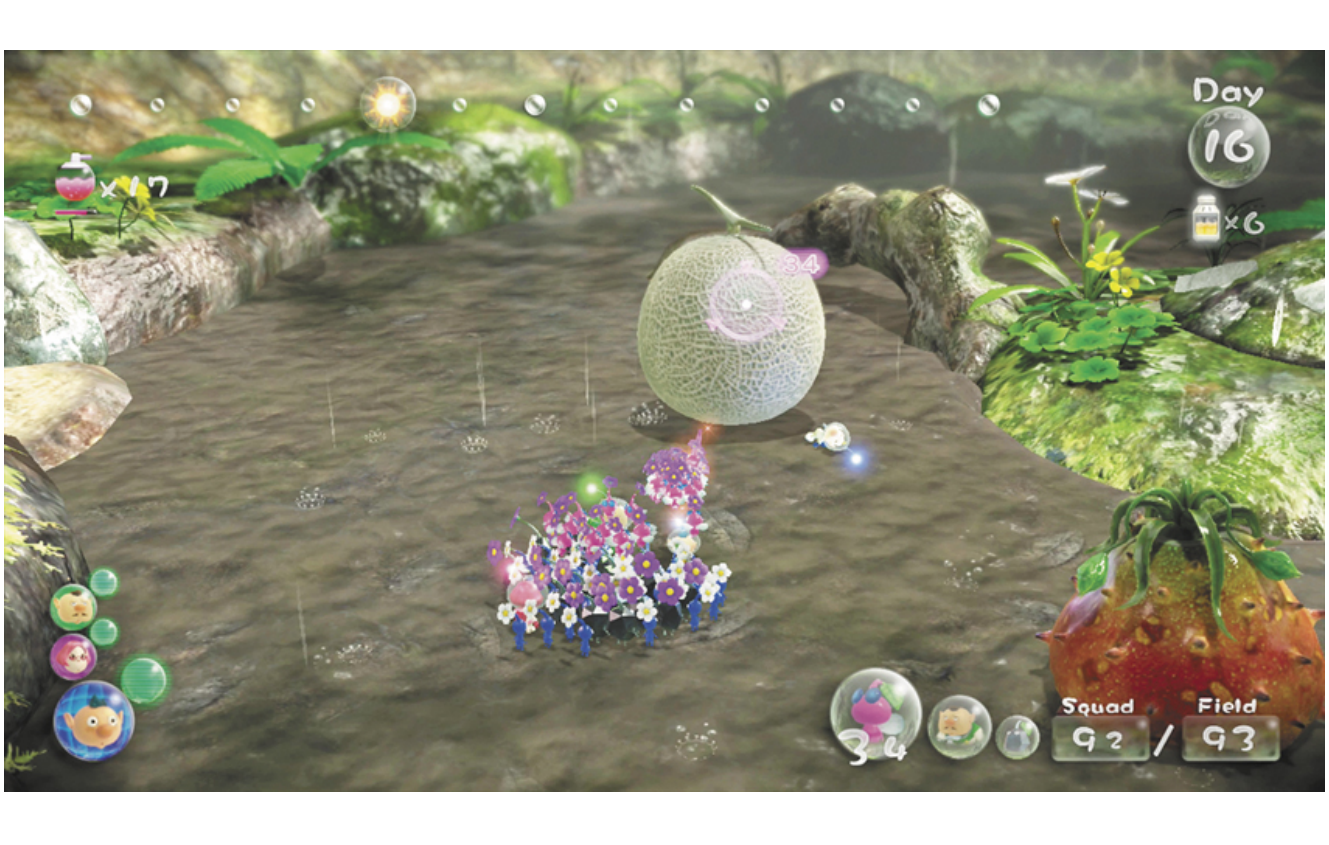


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 15

After you assemble the broken pot north of this location, throw two crew members and a squad of Pikmin onto the completed pot. Switch crew members, then throw one crew member and all of your Pikmin onto this platform. Defeat the Peckish Aristocrab to reveal a Scaly Custard. After you build the nearby bridge, assign some Pikmin to transport the fruit.

## 22 Wayward Moon

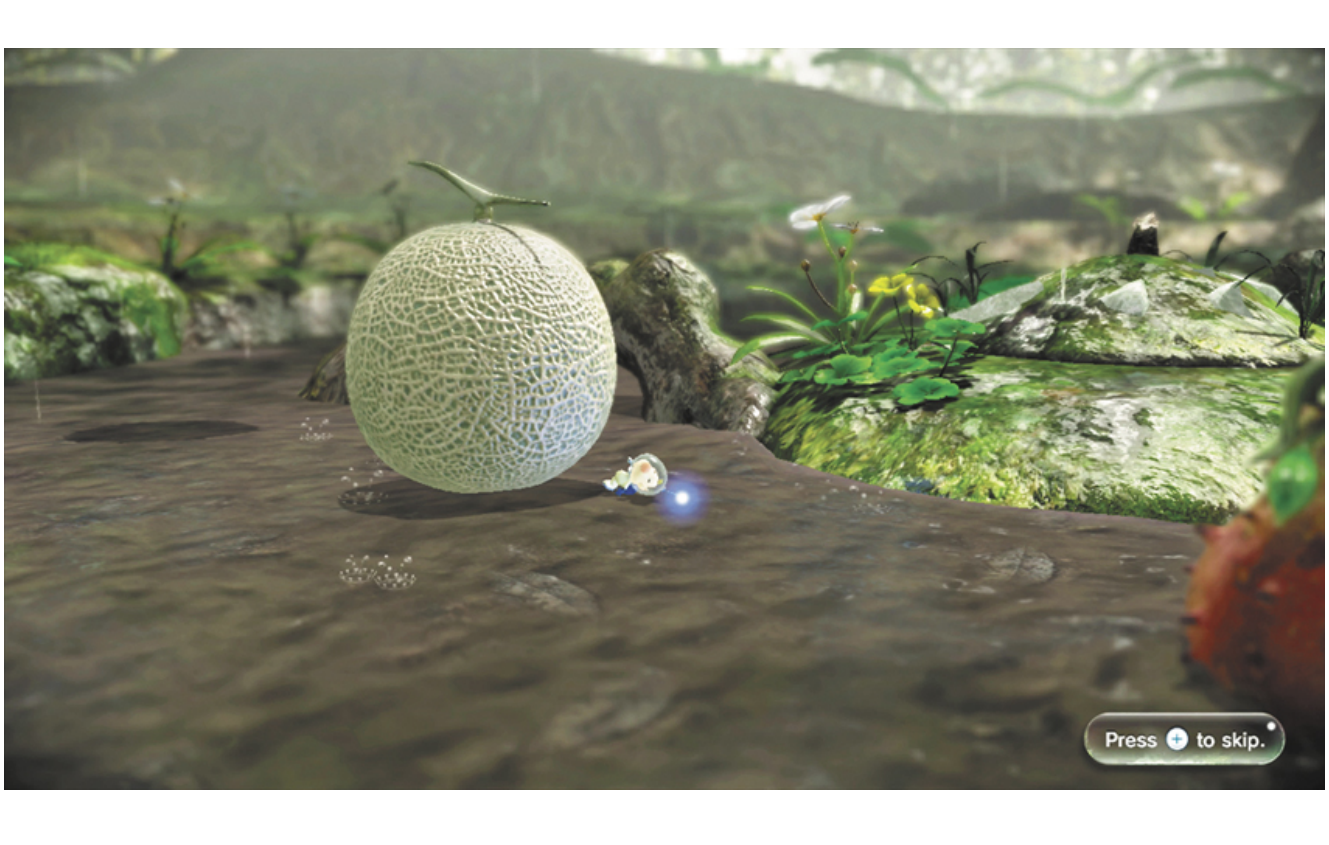


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 16

The Wayward Moon is contained within the Quaggled Mireclops. Defeat this creature to reveal the fruit, then assign Pikmin to transport it back to the landing site.

## 23 Louie



Prerequisite: Acquire the Blue Pikmin

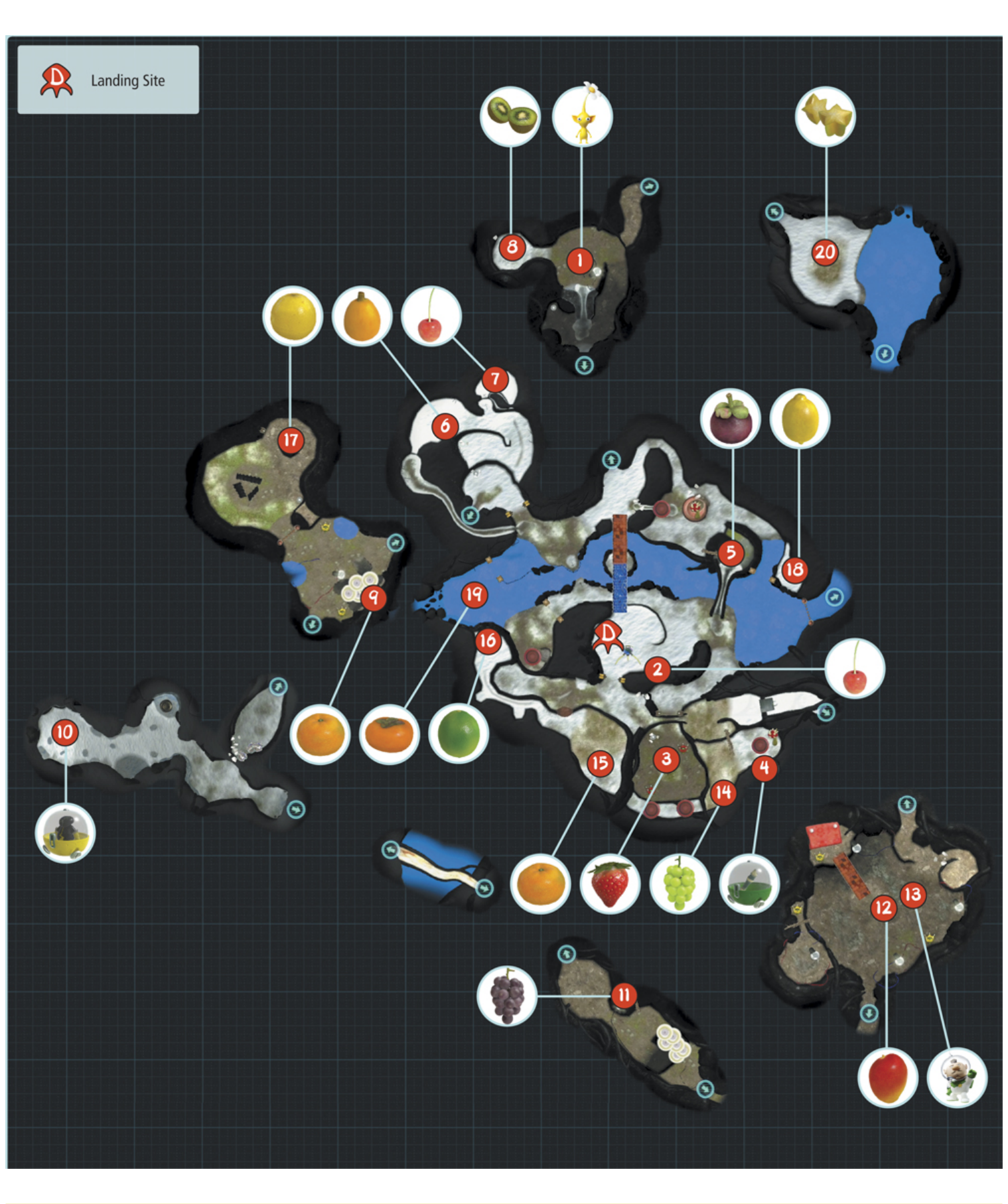
Walkthrough Coverage: Day 16

When you defeat the Quaggled Mireclops, it spits Louie onto the ground. Assign Pikmin to carry Louie back to the ship.

**Note**

Rescuing Louie in the Garden of Hope recovers your stolen juice and grants access to the Formidable Oak.

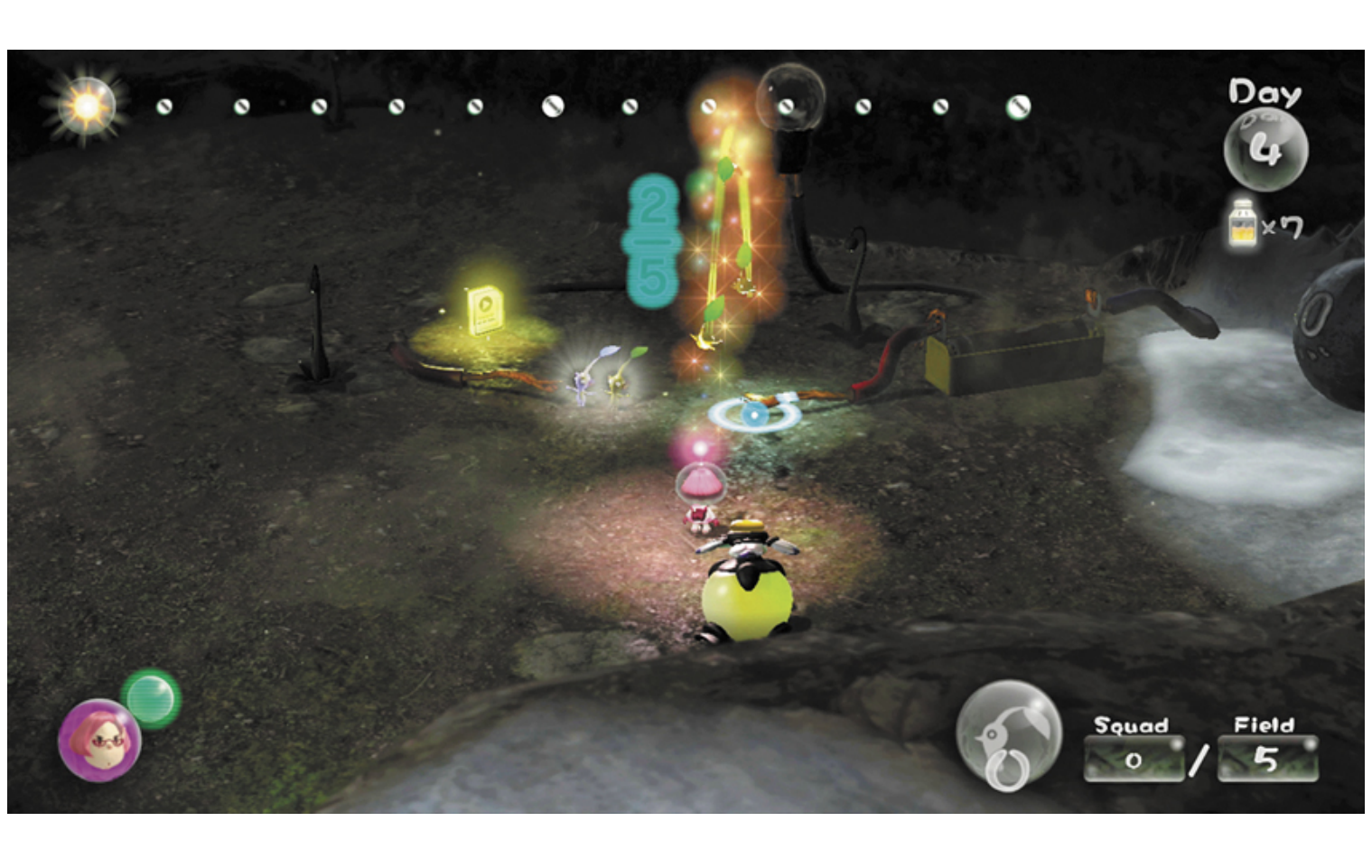
# Distant Tundra



**Note**

The Day 1 tutorial begins in the Distant Tundra, but you lose access to the area before the day ends. You must collect the Data Glutton before you can return to the area.

## 1 Yellow Pikmin Onion

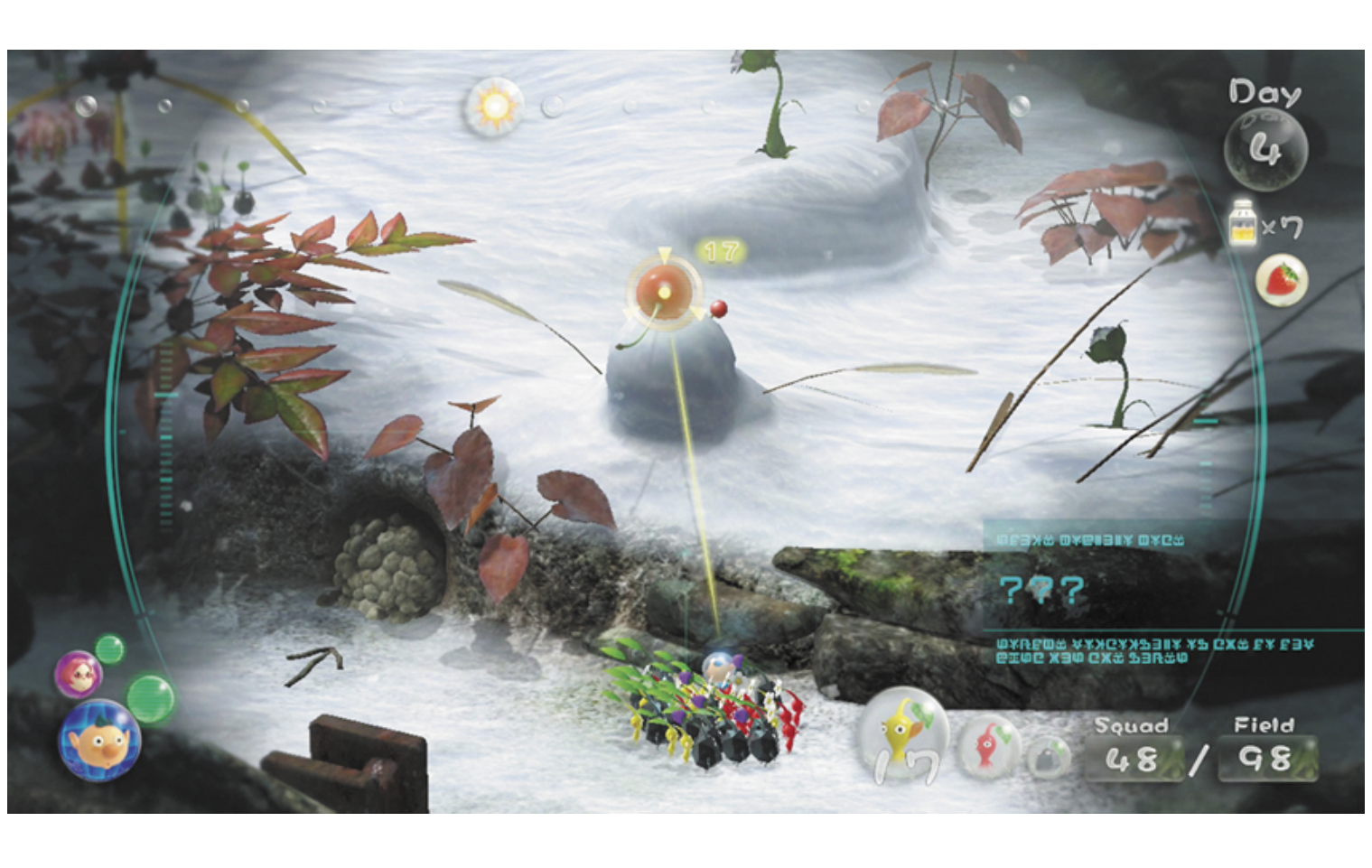


Prerequisite: Collect the Data Glutton

Walkthrough Coverage: Day 4

When Brittany and Alph first visit the Distant Tundra, Brittany falls out of the ship and lands near the Yellow Onion. Pluck the sprouts in the ground, then toss the resulting Yellow Pikmin onto the nearby Electrode. After you complete the circuit, the Onion activates.

## 2 Cupid's Grenade

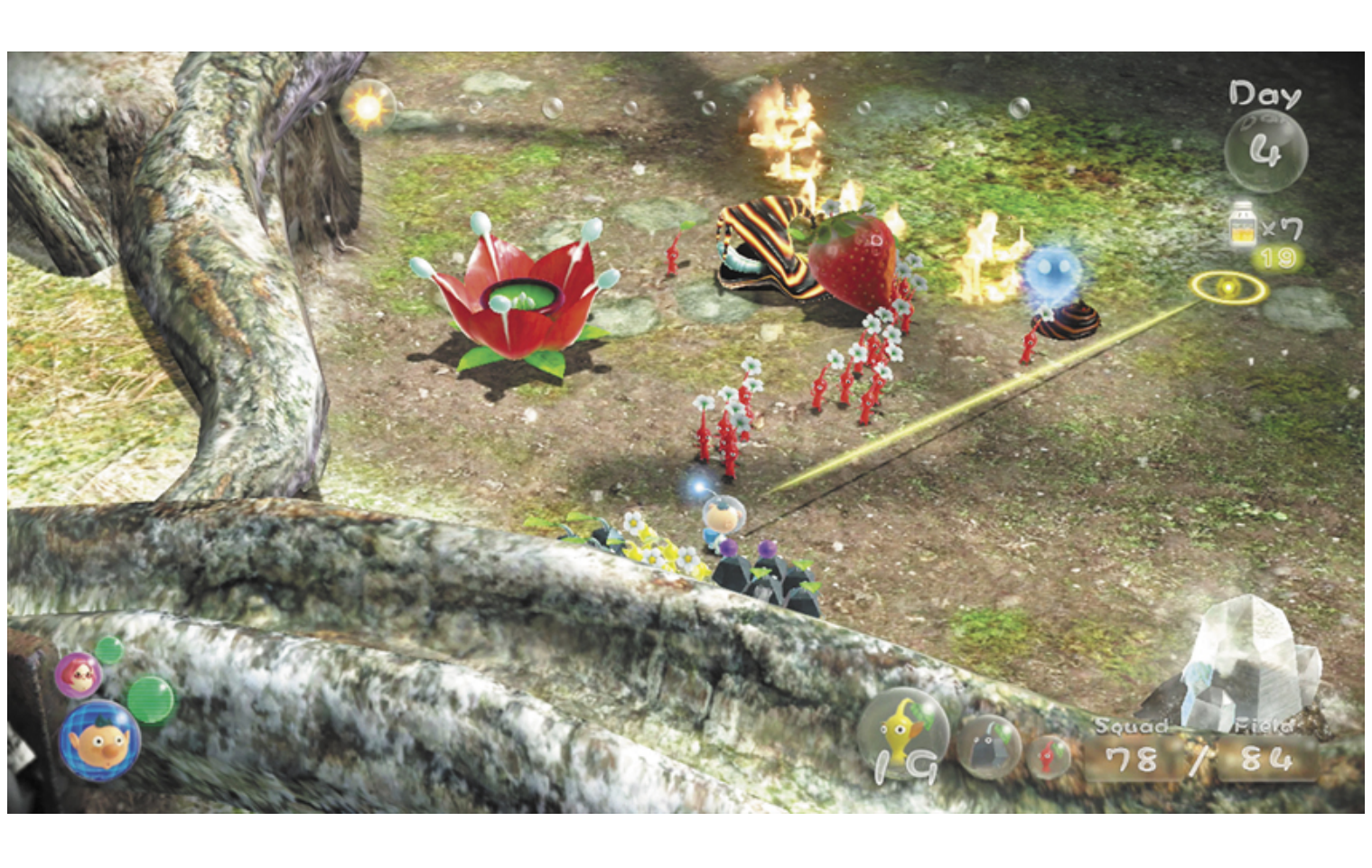


Prerequisite: Acquire the Yellow Pikmin

Walkthrough Coverage: Day 4

This Cupid's Grenade is located high above the nearby path. Throw a Yellow Pikmin up to the fruit. After the Pikmin frees the Cupid's Grenade, it transports the fruit back to the ship.

## 3 Sunseed Berry

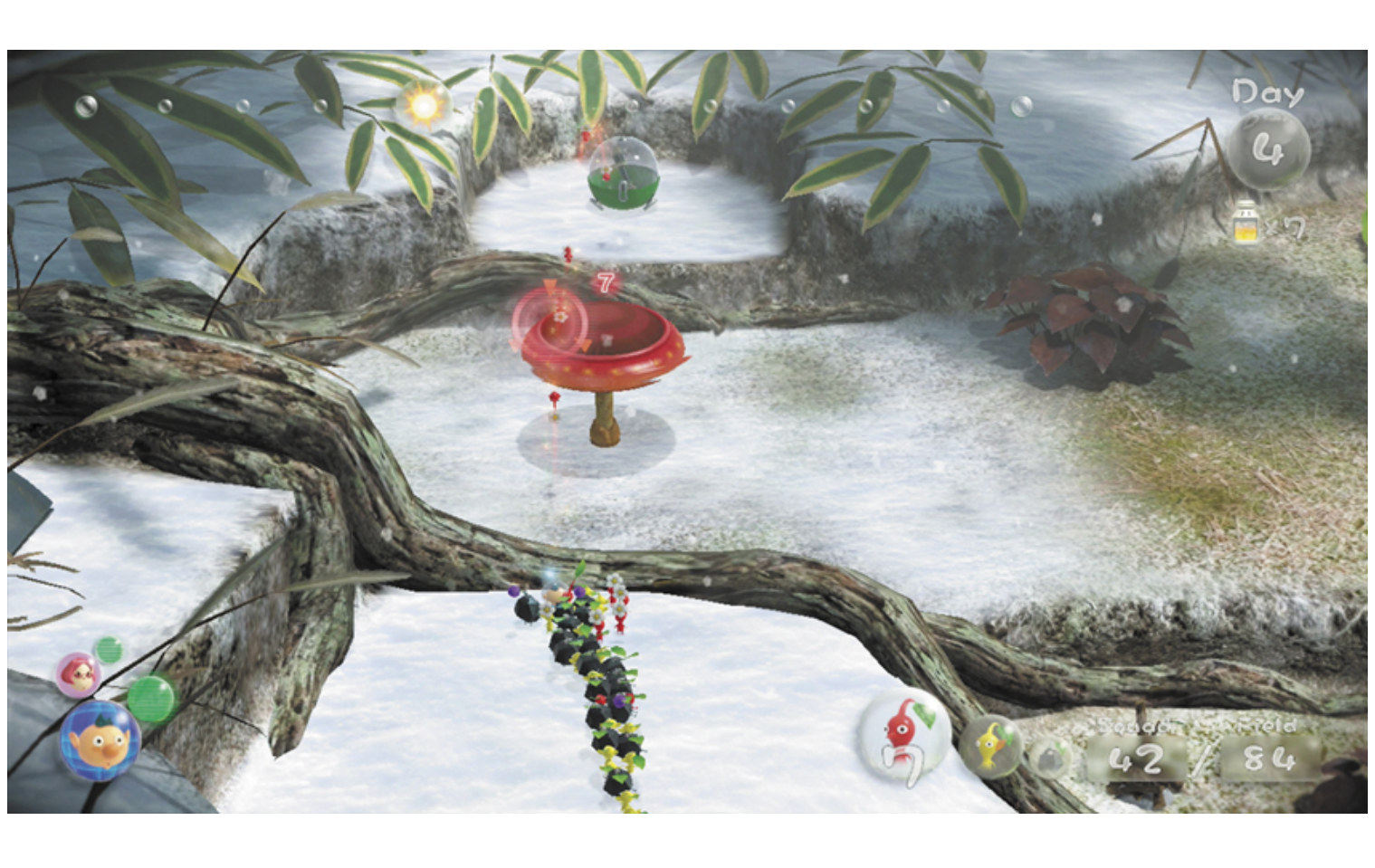


Prerequisite: Acquire the Yellow Pikmin

Walkthrough Coverage: Day 4

This Sunseed Berry is contained within one of the Pyroclasmic Slooches south of the landing site. Defeat both of the Pyroclasmic Slooches, then assign some Pikmin to transport the fruit.

## 4 Dodge Whistle

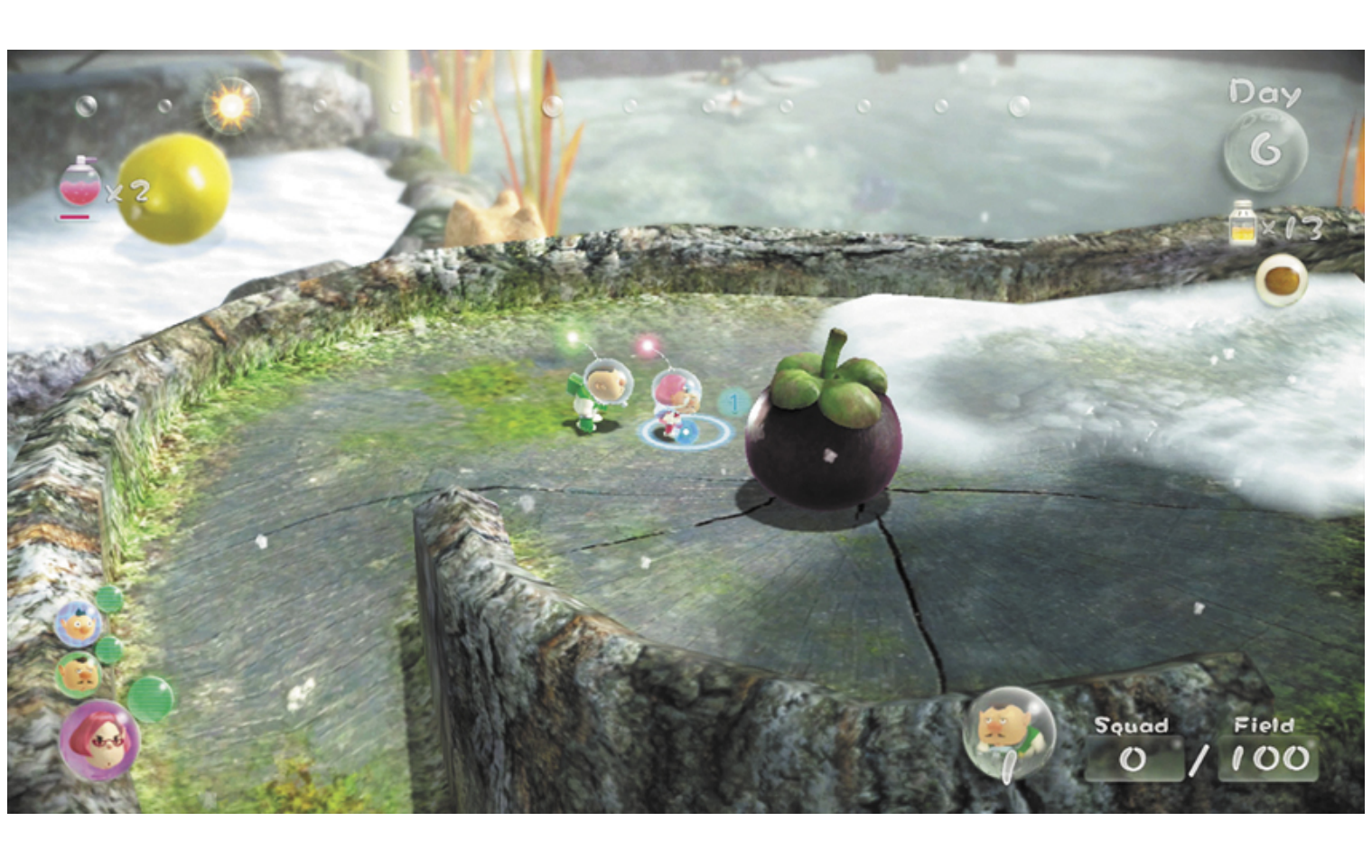


Prerequisite: Acquire the Yellow Pikmin

Walkthrough Coverage: Day 4

Lead a squad of at least 10 Pikmin to the ledge north of this location. Toss your Pikmin onto the nearby Bouncy Mushroom to launch them across to the Dodge Whistle. When they land, your Pikmin transport this equipment back to the ship.

## 5 Dapper Blob

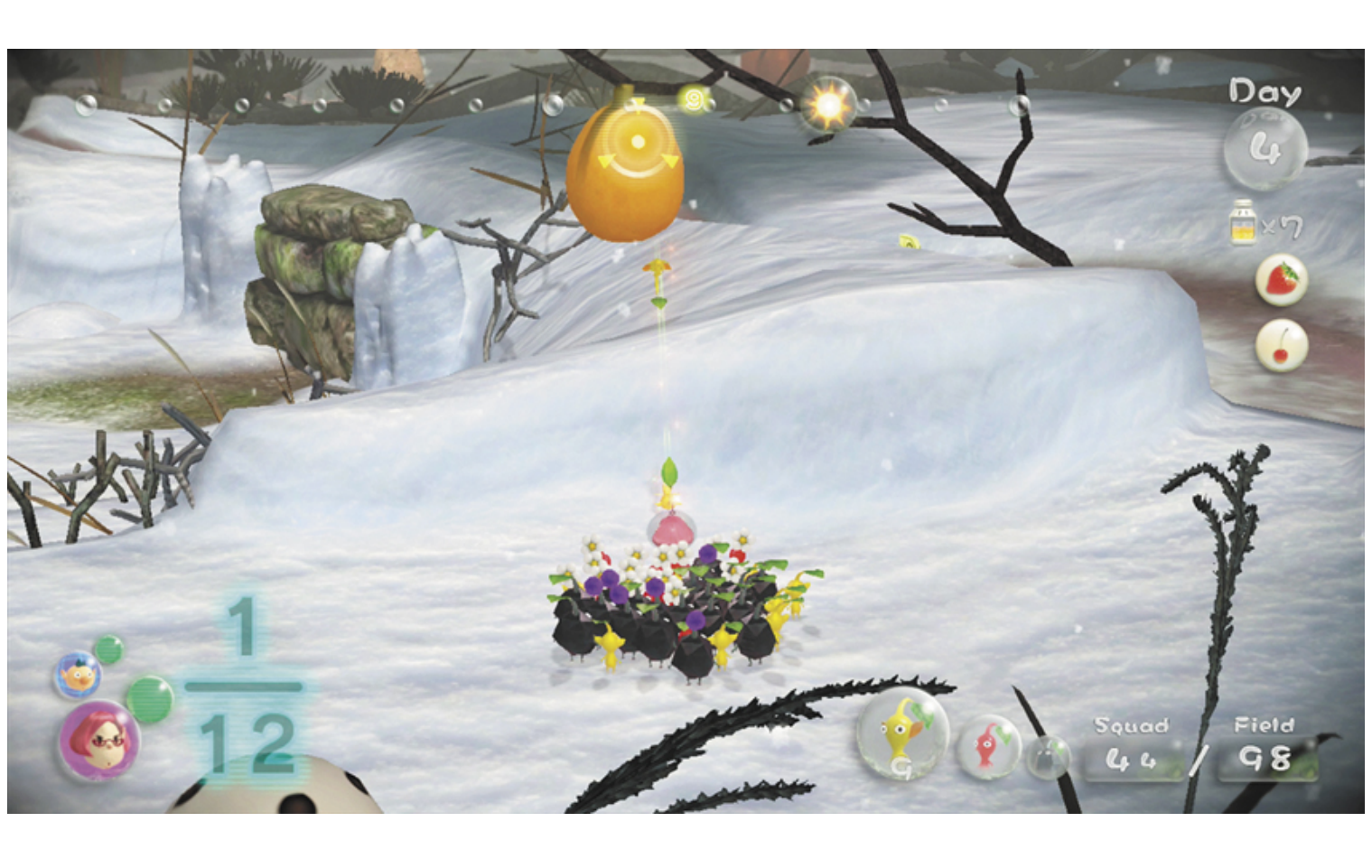


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 6

This Dapper Blob is located on a tall tree stump. Have your Pikmin extend the Climbing Stick at the base of the stump. When the task is done, allow your Pikmin to climb up to the Dapper Blob and transport it to the landing site.

## 6 Velvety Dreamdrop

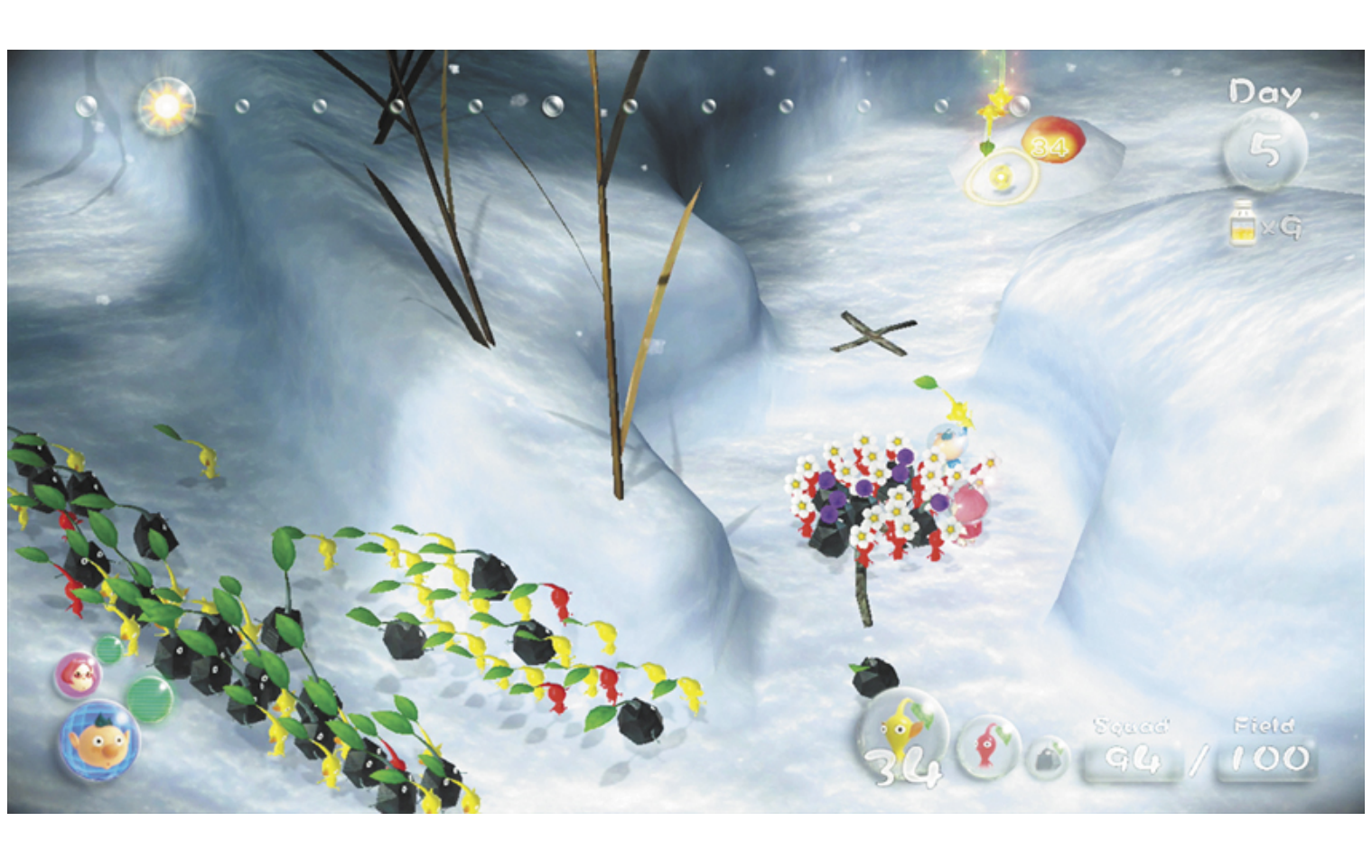


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 4

This Velvety Dreamdrop is hanging high above the ledge. Toss Yellow Pikmin onto the fruit until it breaks loose. Move down to the Velvety Dreamdrop's landing spot and assign Pikmin to carry it back to the ship.

## 7 Cupid's Grenade

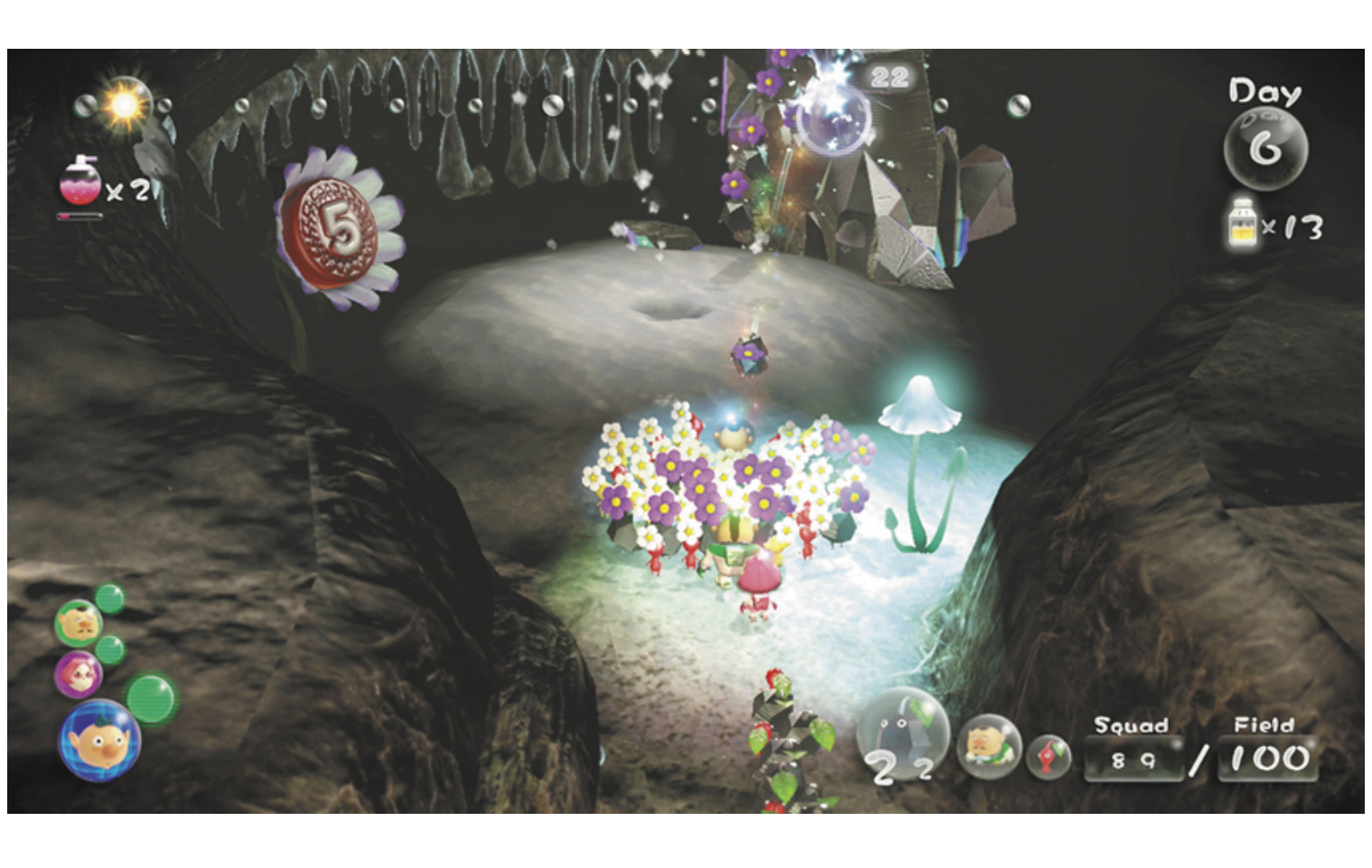


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 5

This Cupid's Grenade is buried on a short ledge. Toss some Pikmin up to the ledge to free the fruit from the snow. When they finish, allow one Pikmin to carry the Cupid's Grenade back to the ship.

## 8 Disguised Delicacy

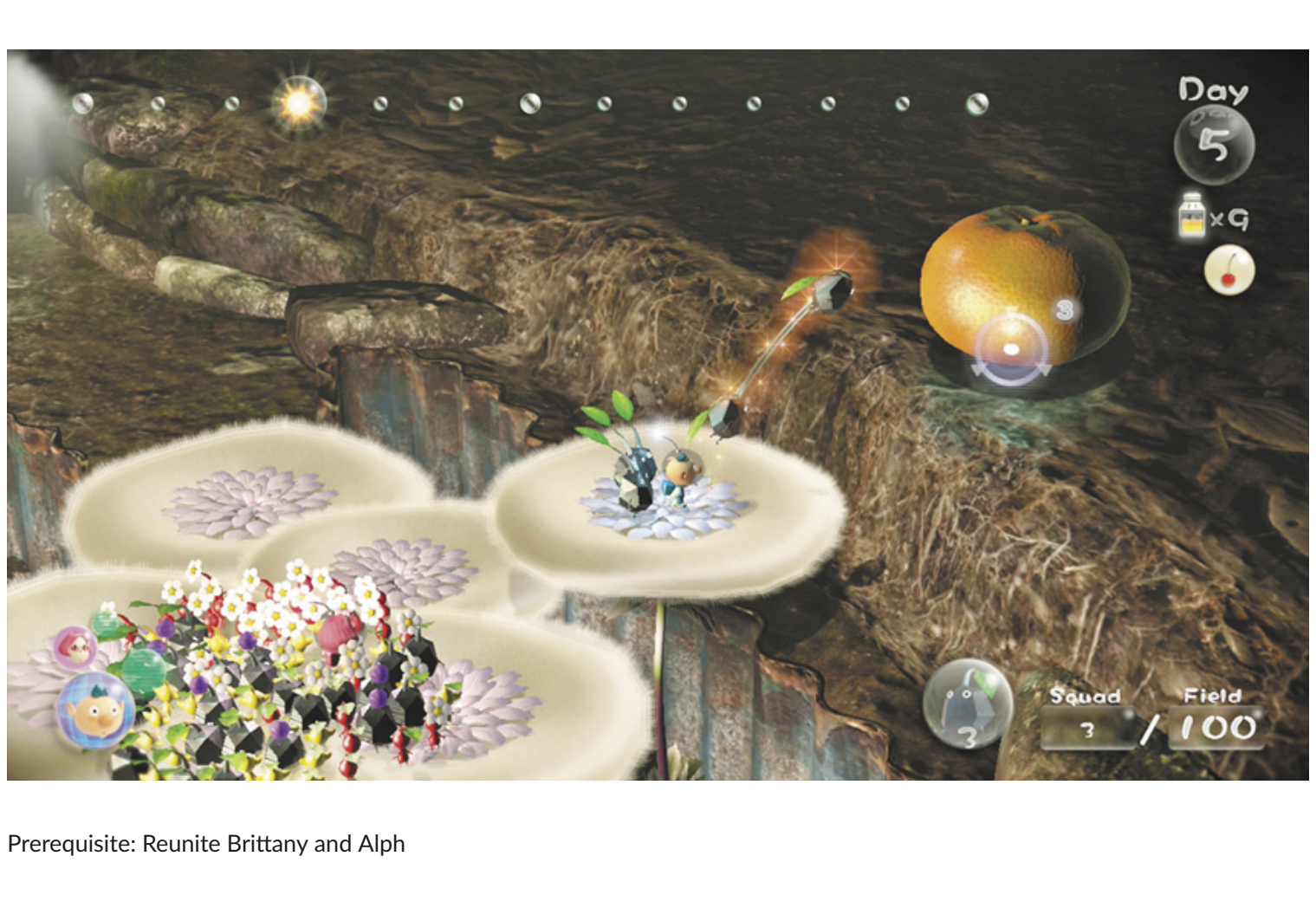


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 6

This Disguised Delicacy is encased in a Large Crystal. Use Rock Pikmin to free the fruit, then assign Pikmin to carry each half of the Disguised Delicacy back to the ship.

## 9 Citrus Lump

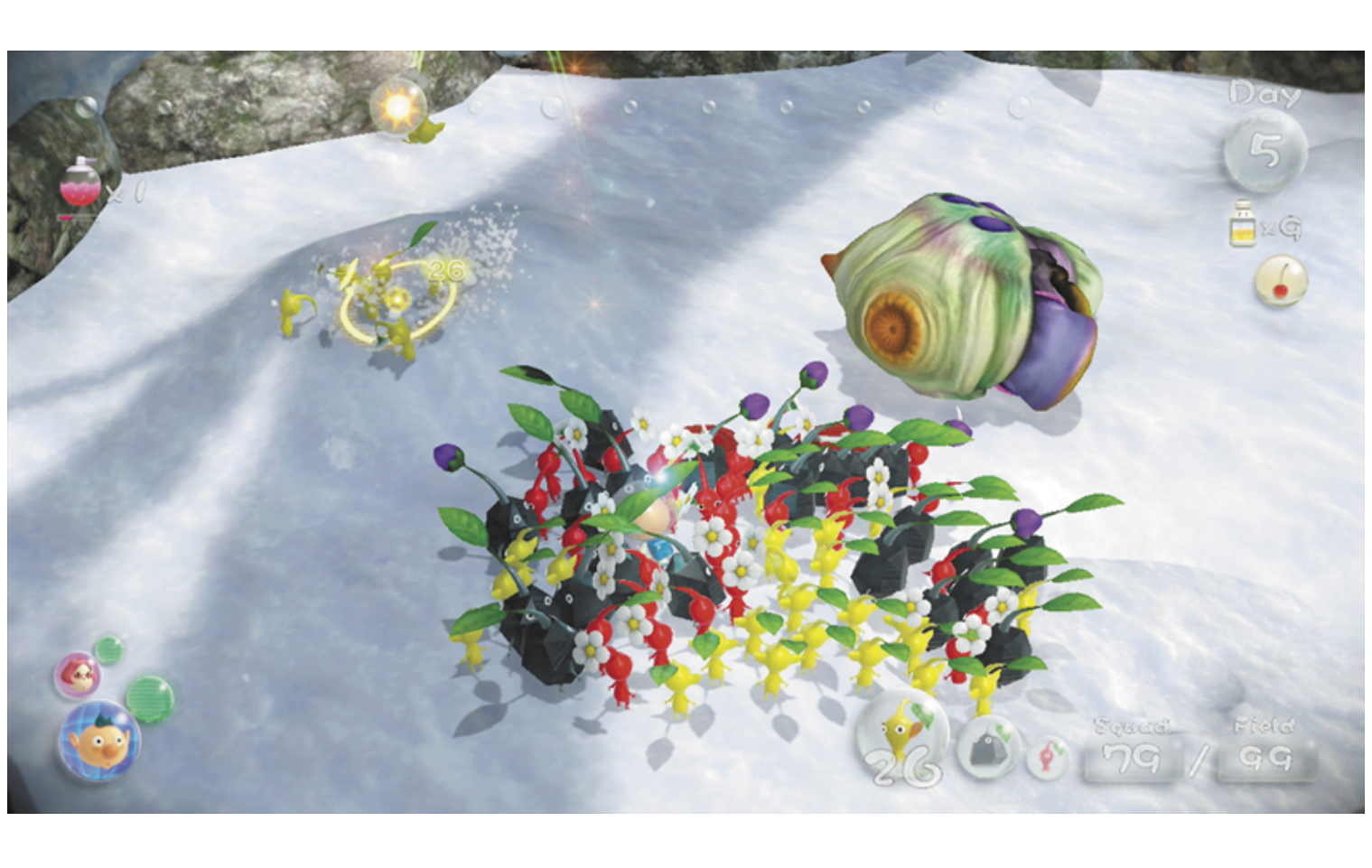


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 5

This Citrus Lump is located on a ledge at the edge of the cave. Toss Yellow Pikmin onto the nearby Electrode until they complete the circuit and light the connected bulb. After the Bloominous Stemples open, move across them and toss at least five Pikmin up to the Citrus Lump.

## 10 Anti-Electrifier

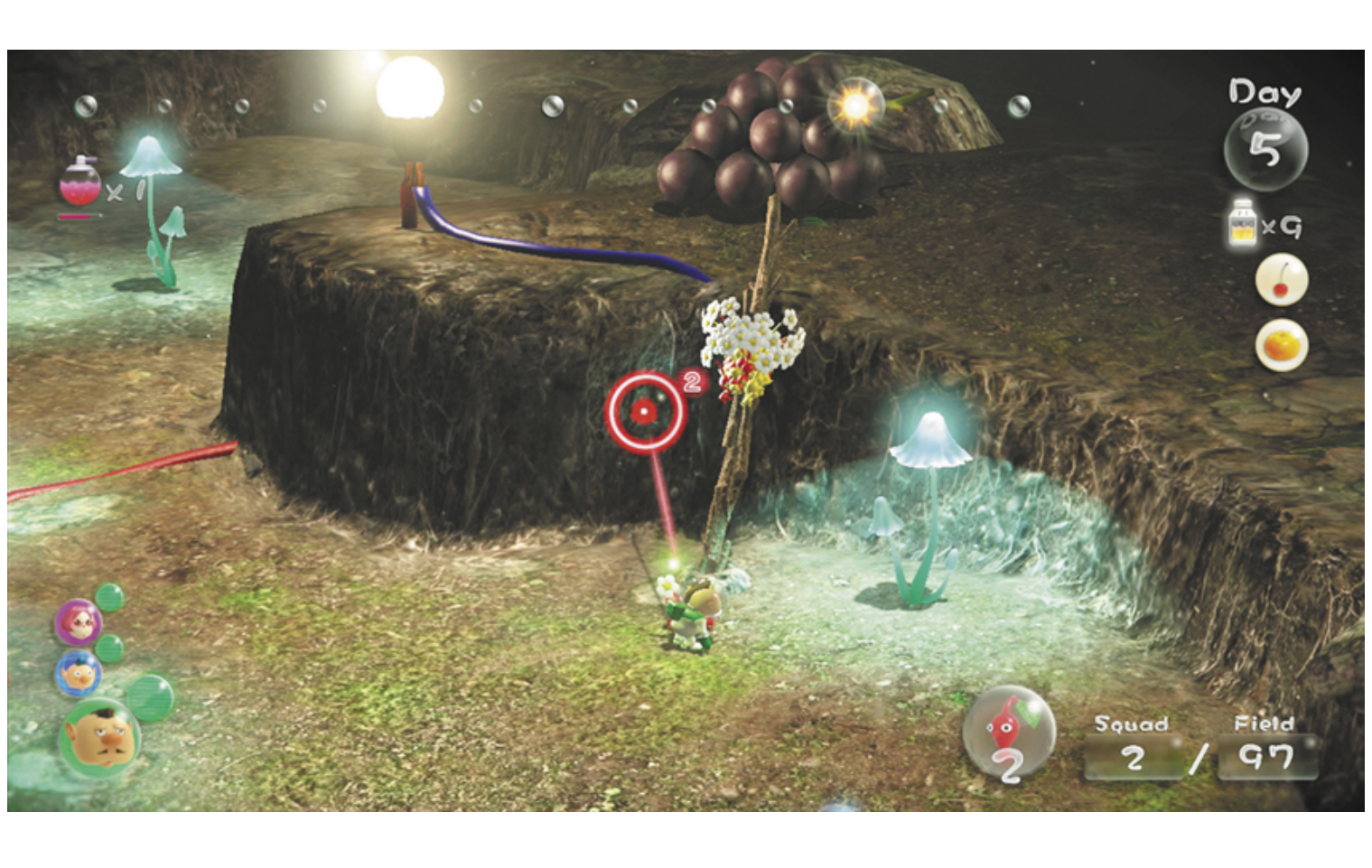


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 5

The Anti-Electrifier is completely covered by snow. After you defeat the nearby Arctic Cannon Larva, throw 10 Pikmin onto the large snow mound. When the Pikmin uncover the Anti-Electrifier, they'll automatically transport it to the ship.

## 11 Dusk Pustules

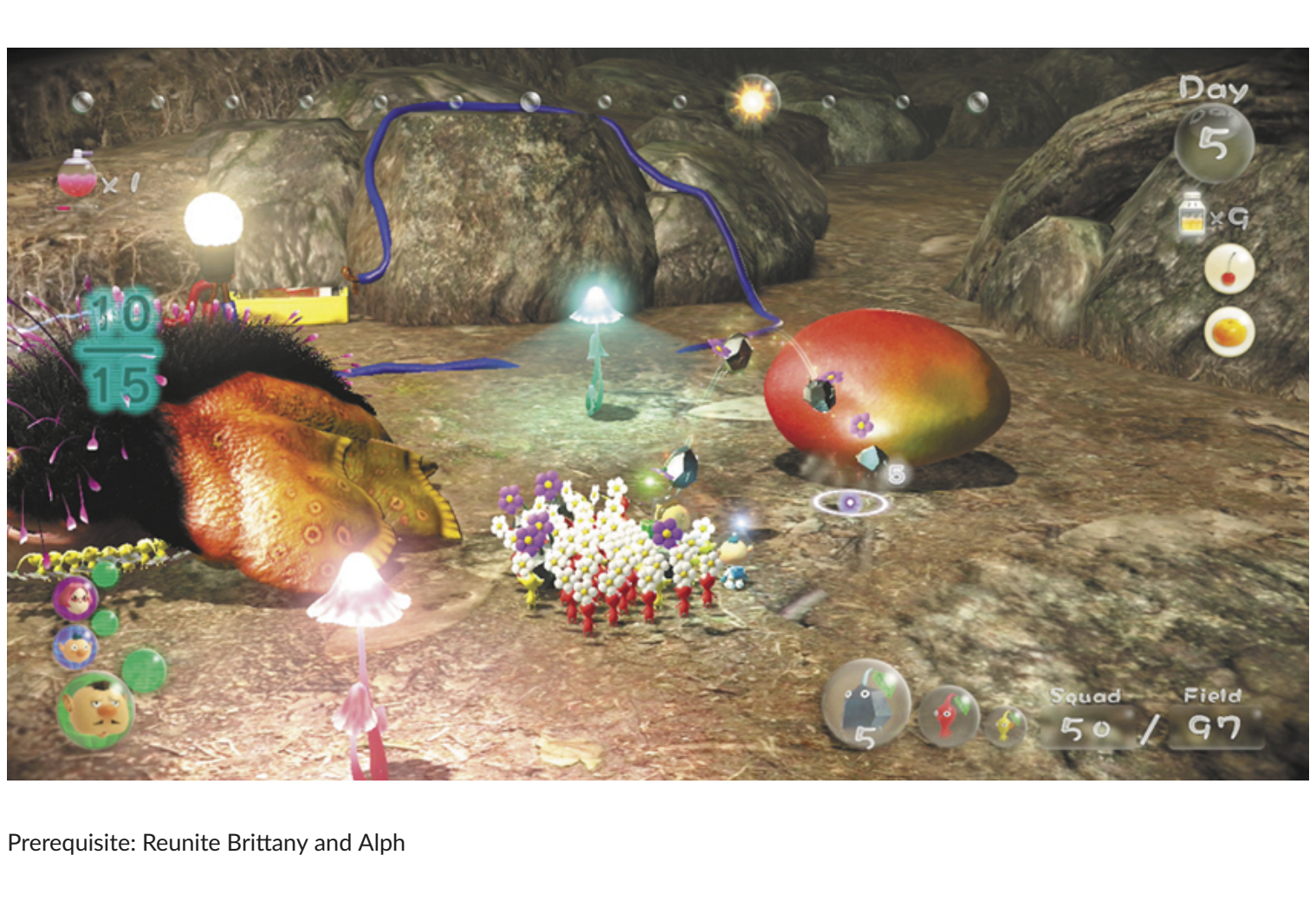


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 5

These Dusk Pustules are located on a high ledge. Assign a squad of Pikmin to extend the nearby Climbing Stick. When the task is done, allow the Pikmin to climb up to the ledge and transport the Dusk Pustules.

## 12 Heroine's Tear

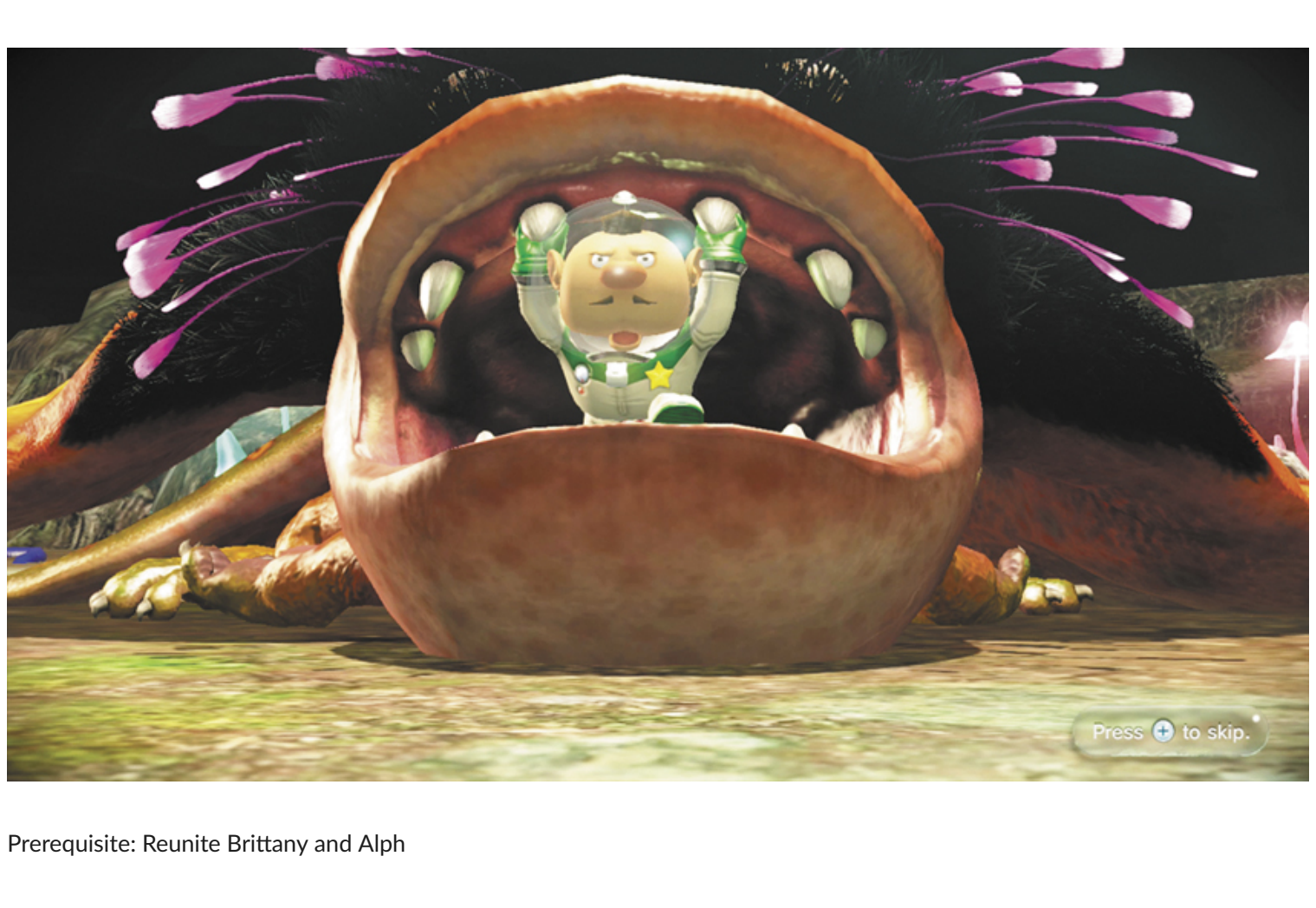


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 5

The Heroine's Tear is located inside of the Vehemoth Phosbat. After you defeat this creature, assign Pikmin to transport the fruit to the ship.

## 13 Captain Charlie

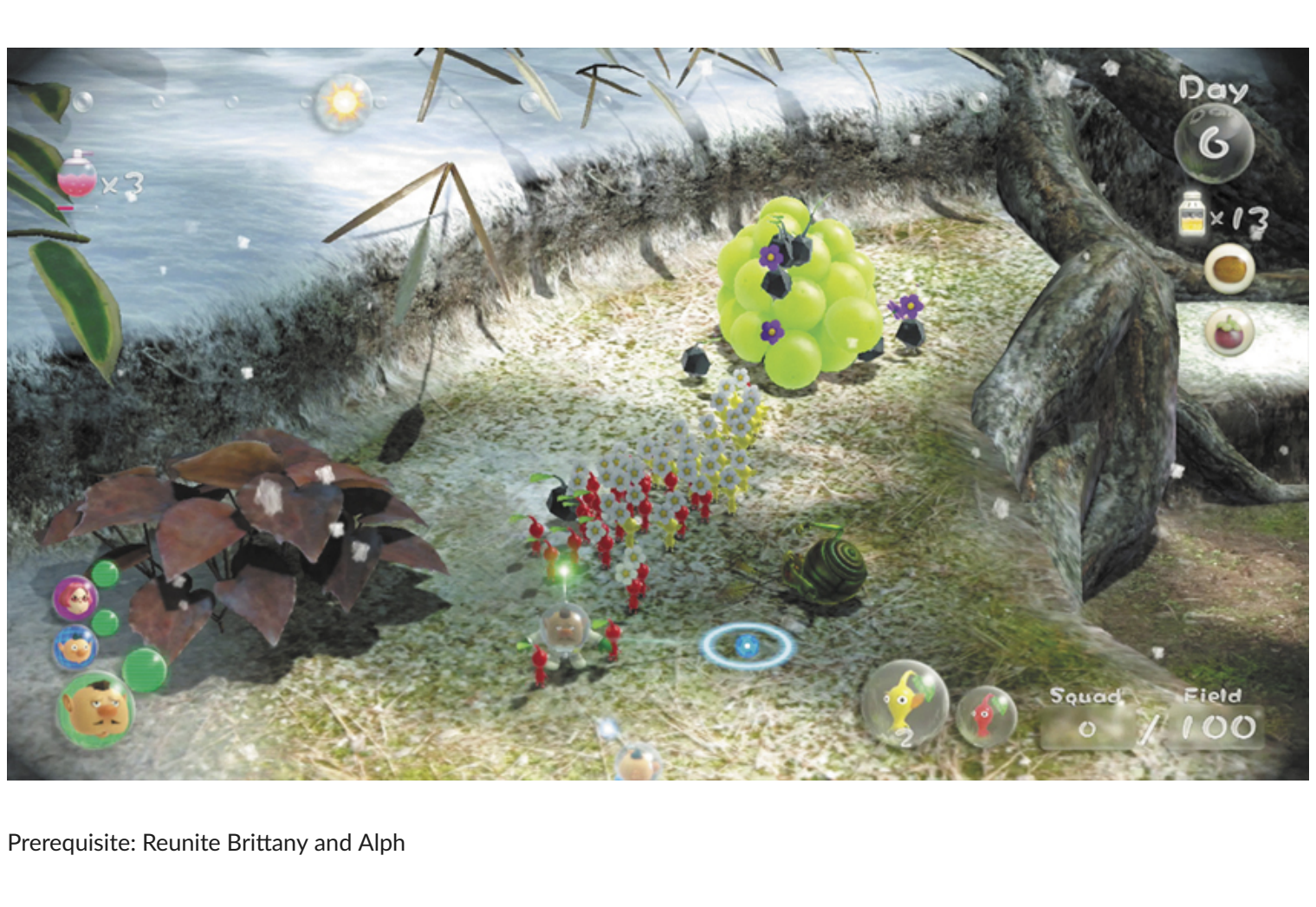


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 5

When you defeat the Vehemoth Phosbat, Captain Charlie emerges from the beast's mouth.

## 14 Dawn Pustules

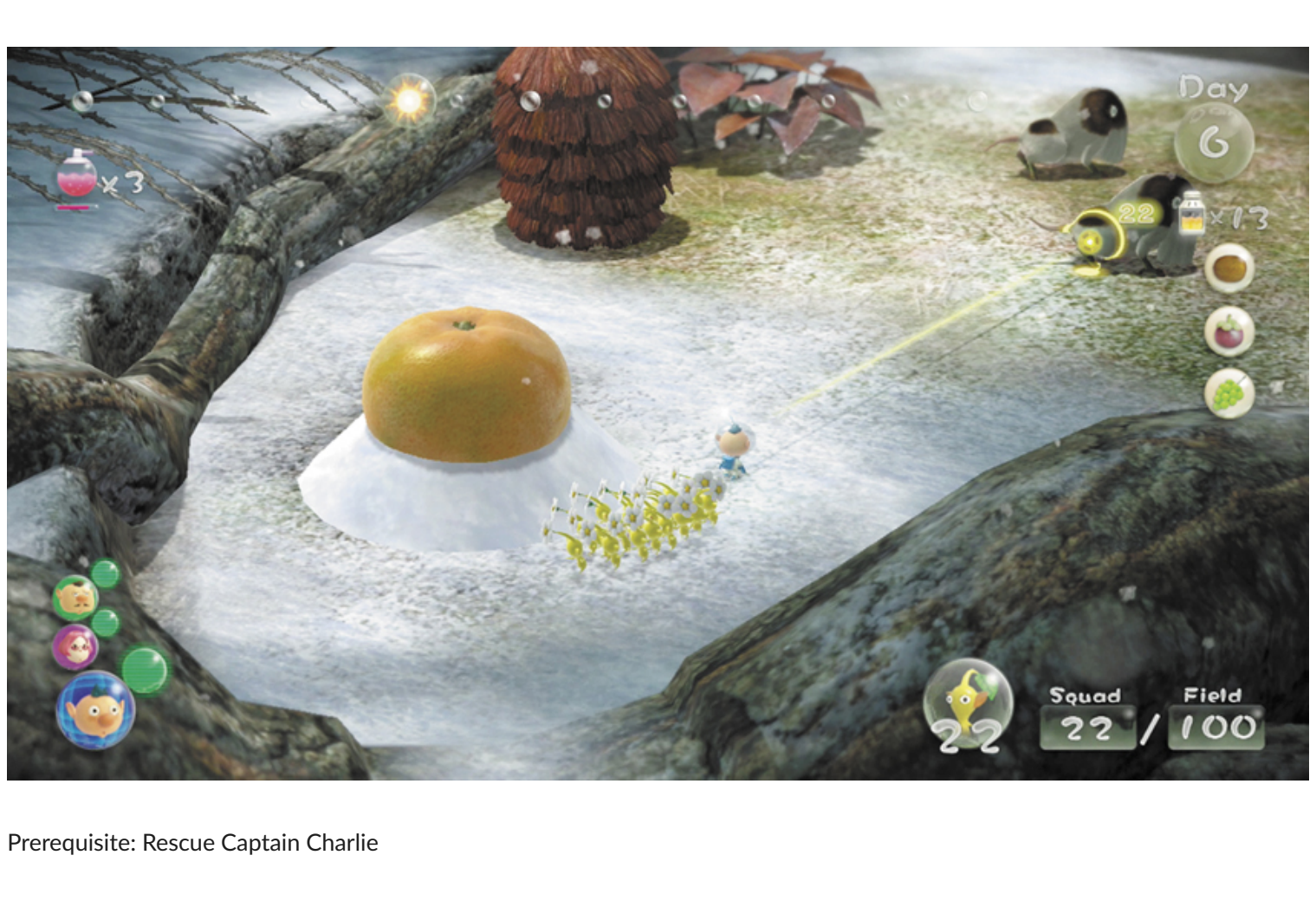


Prerequisite: Reunite Brittany and Alph

Walkthrough Coverage: Day 6

These Dawn Pustules are located on a ledge south of the landing site. Toss one crew member and a squad of Pikmin onto the ledge, then clear out the Swooping Snitchbugs patrolling the area. When it's safe, use your Pikmin to transport the Dawn Pustules.

## 15 Citrus Lump



Prerequisite: Rescue Captain Charlie

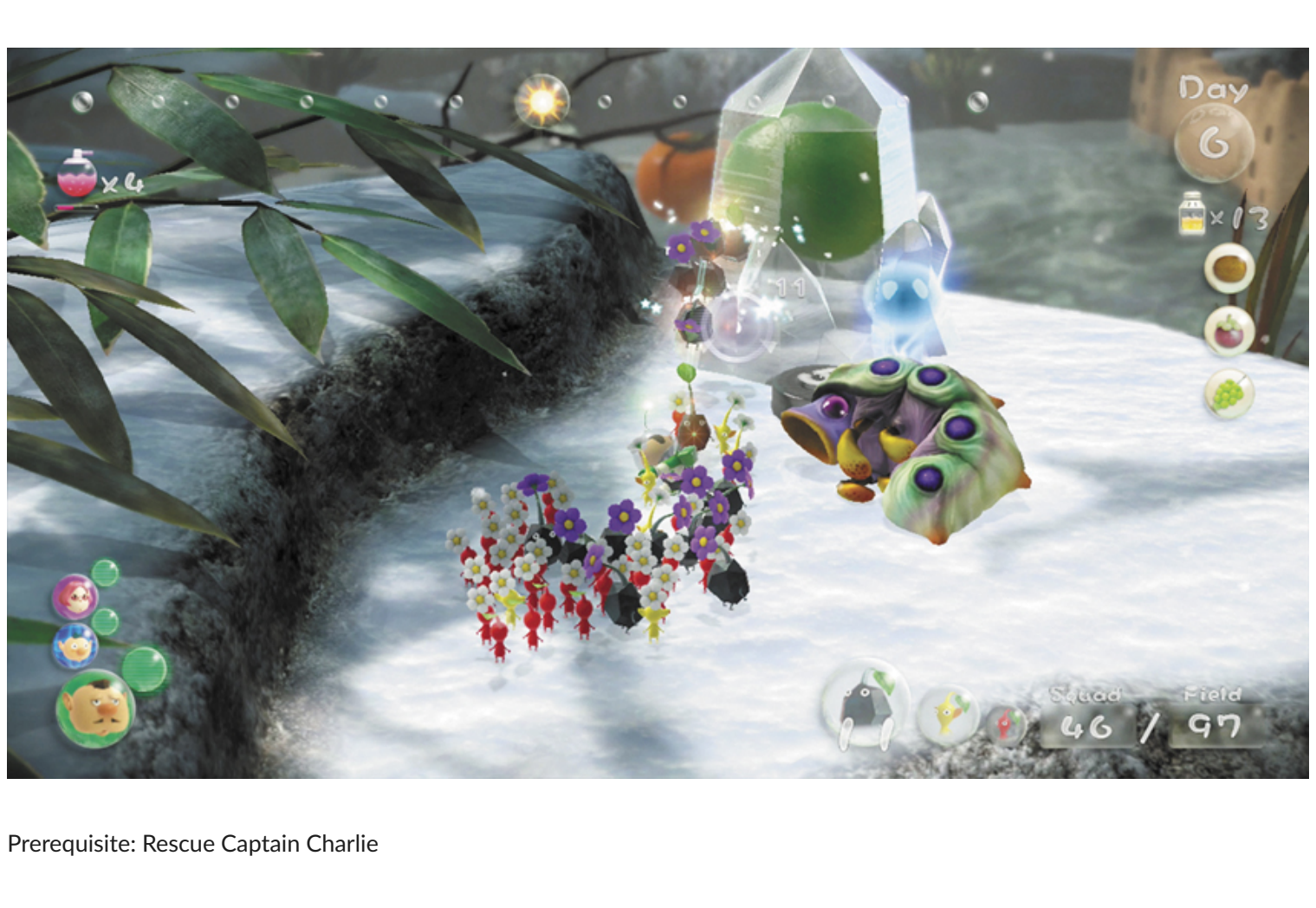
Walkthrough Coverage: Day 6

This Citrus Lump is located on a high ledge. To reach it, you must throw one crew member and a squad of Yellow Pikmin across the nearby Bouncy Mushrooms. Use the Yellow Pikmin to clear out the nearby Bearded Amprats, then have them free the Citrus Lump from the snow.

**Tip**

Use the Hay near the Citrus Lump to create a convenient path back up to this area.

## 16 Zest Bomb

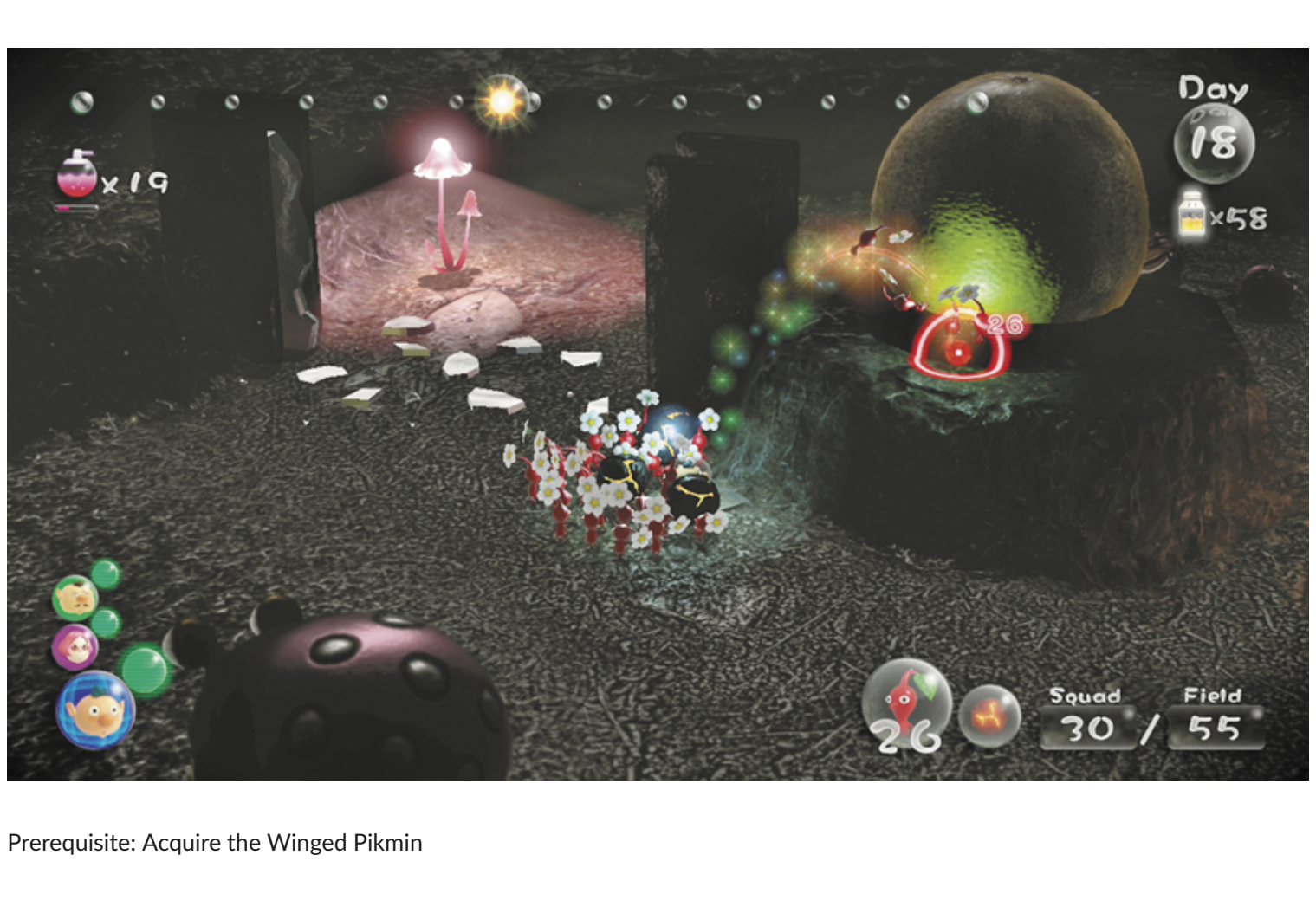


Prerequisite: Rescue Captain Charlie

Walkthrough Coverage: Day 6

This Zest Bomb is encased within a Large Crystal. Dodge the incoming Snowballs as you follow the path to this location. Defeat the Arctic Cannon Larva, then use Rock Pikmin to free the fruit from the crystal.

## 17 Astringent Clump

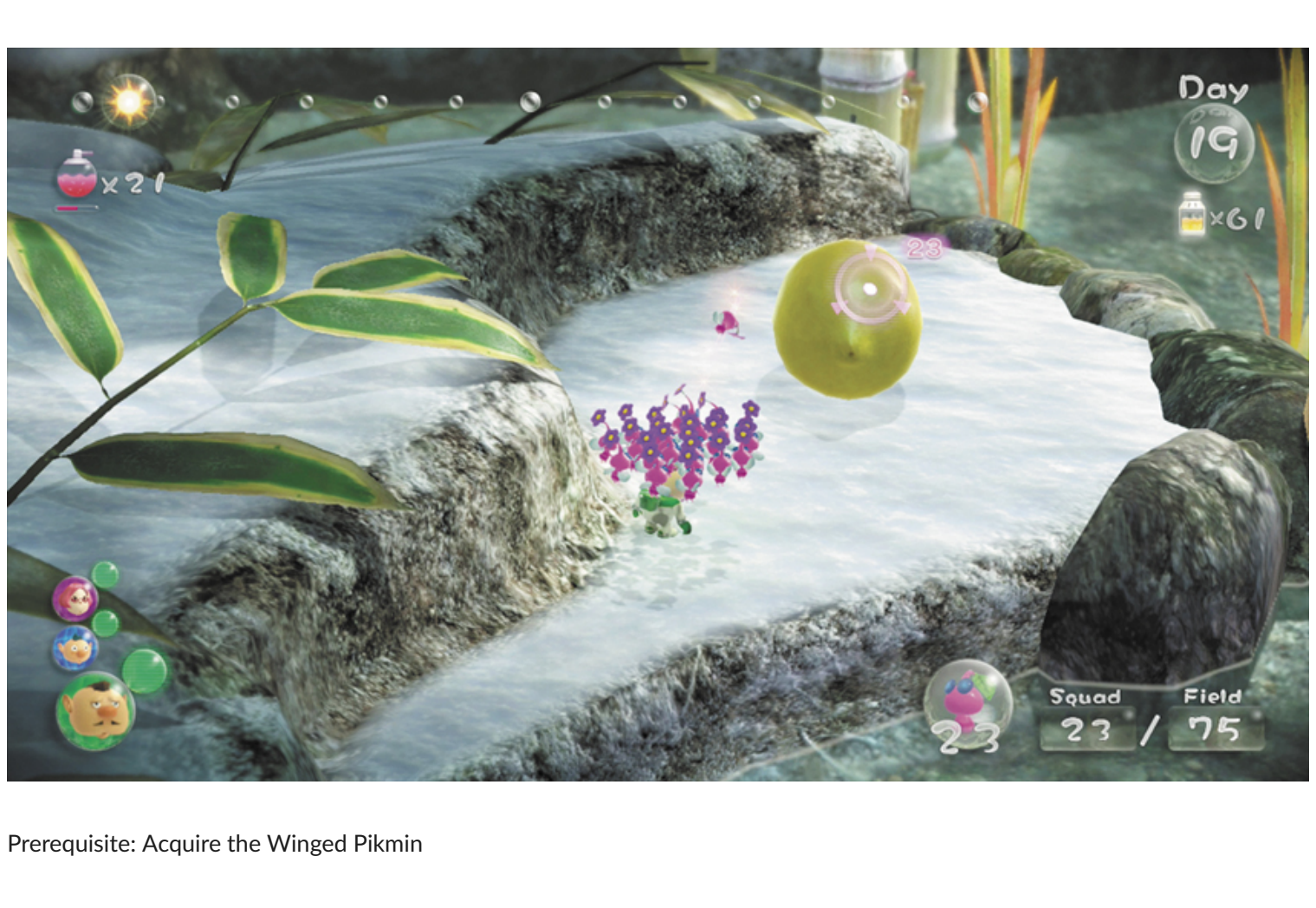


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 18

This Astringent Clump is on a round ledge. Use Winged Pikmin to raise the nearby Bamboo Gate. Clear out the surrounding enemies, then toss at least 10 Pikmin up to the ledge. After some digging, the Pikmin free the Astringent Clump and transport it to the ship.

## 18 Face Wrinkler

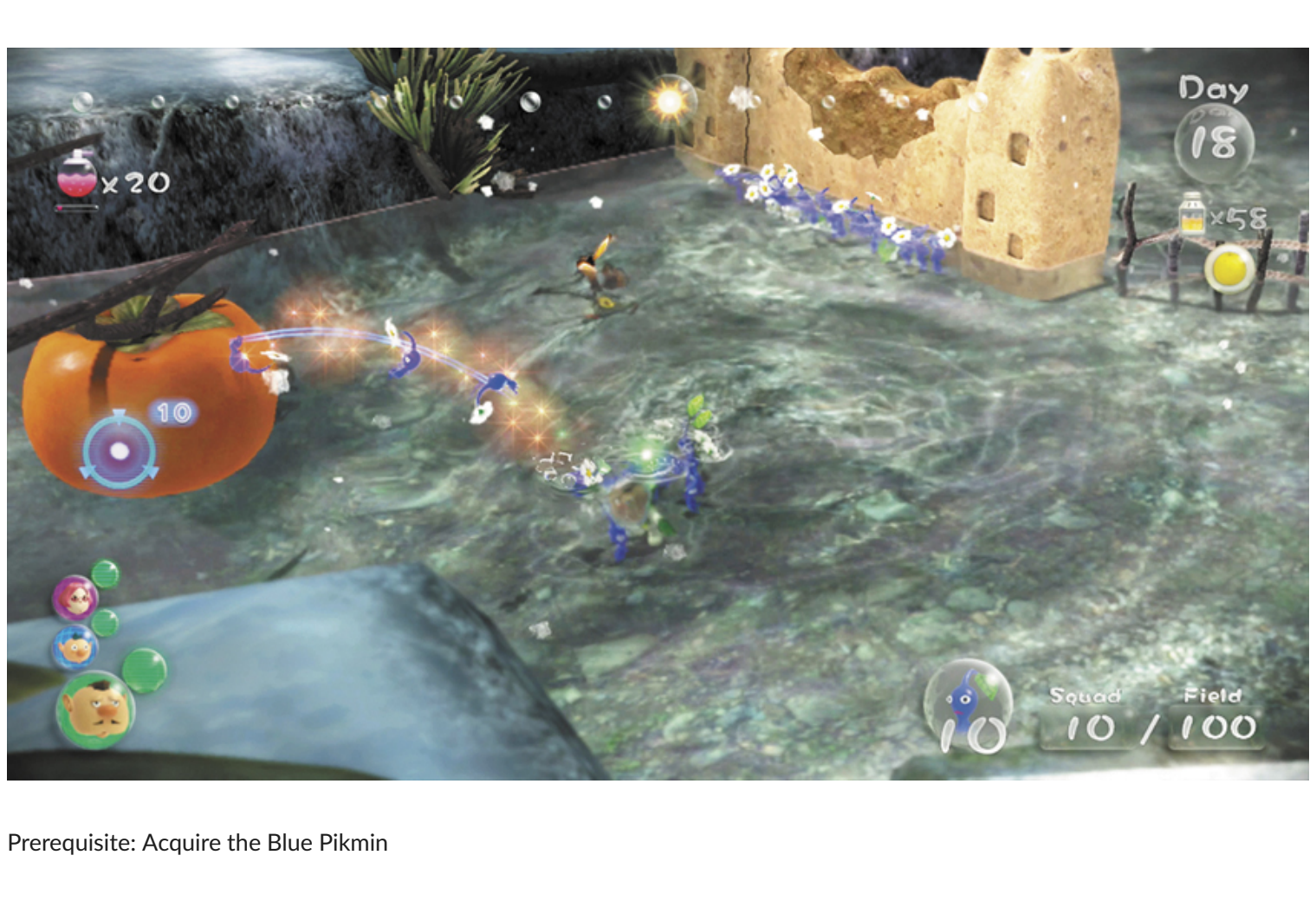


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 19

This Face Wrinkler is located on a ledge along the water. Toss one crew member and some Winged Pikmin up to the ledge. Switch crew members, then have the Winged Pikmin transport the fruit back to the ship.

## 19 Portable Sunset

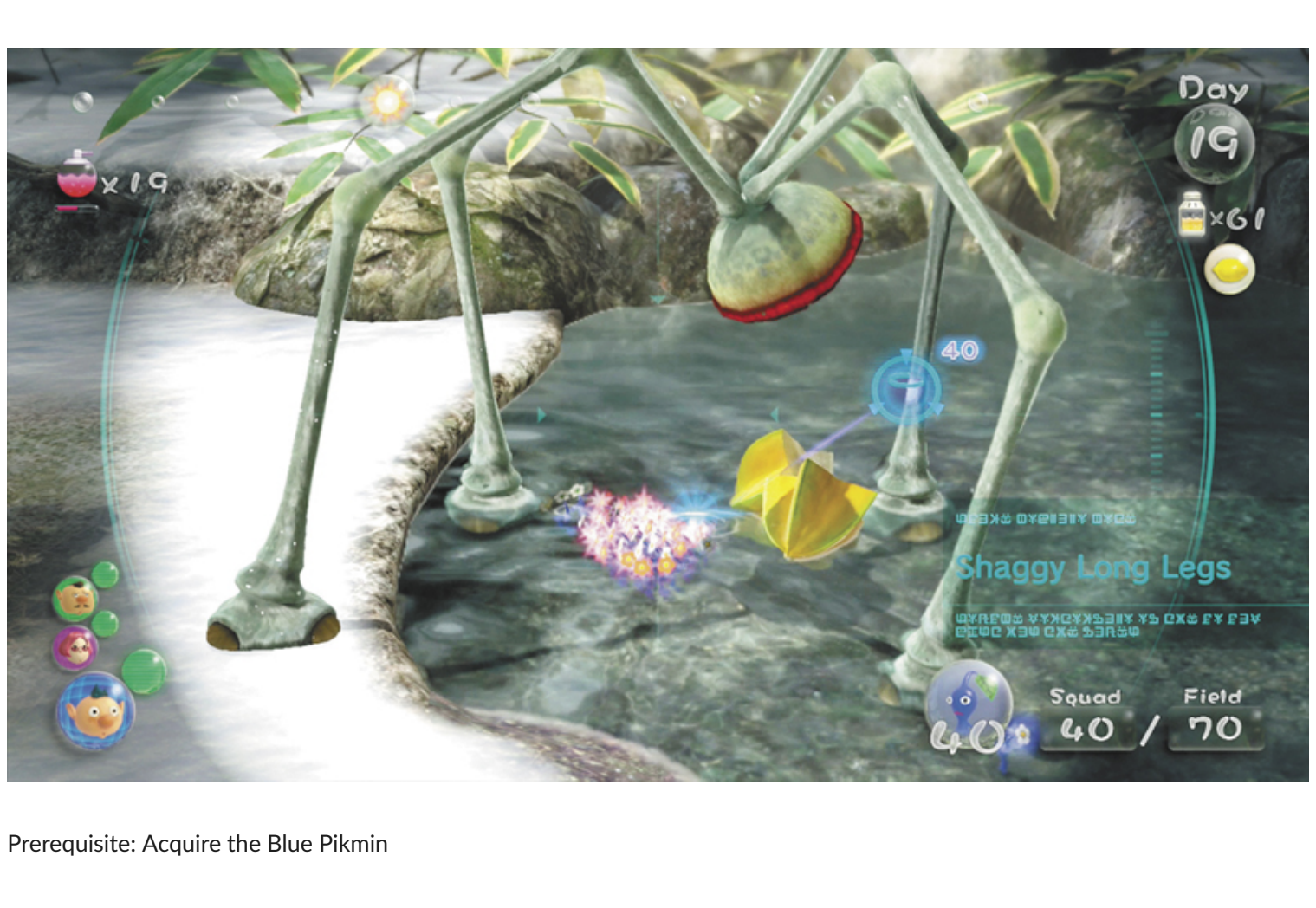


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 18

This Portable Sunset is hanging above the water. Toss Blue Pikmin onto the fruit until it breaks loose, then have those Pikmin transport the fruit to the ship.

## 20 Stellar Extrusion



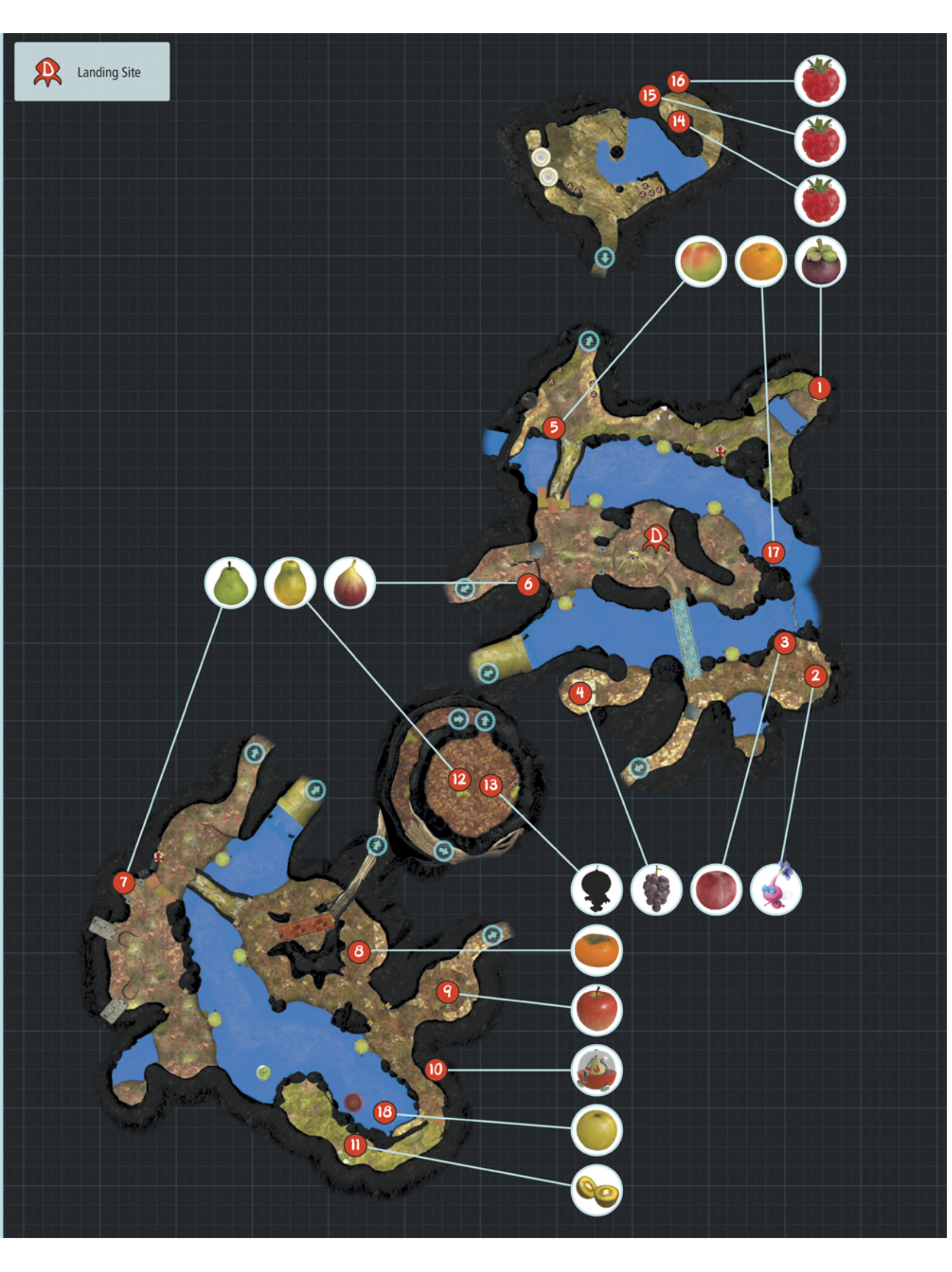
Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 19

This Stellar Extrusion is located within a Shaggy Long Legs. Use Blue Pikmin to attack the creature as it moves in and out of the water. After you defeat the creature, assign Pikmin to carry each half of the Stellar Extrusion back to the ship.

Twilight River

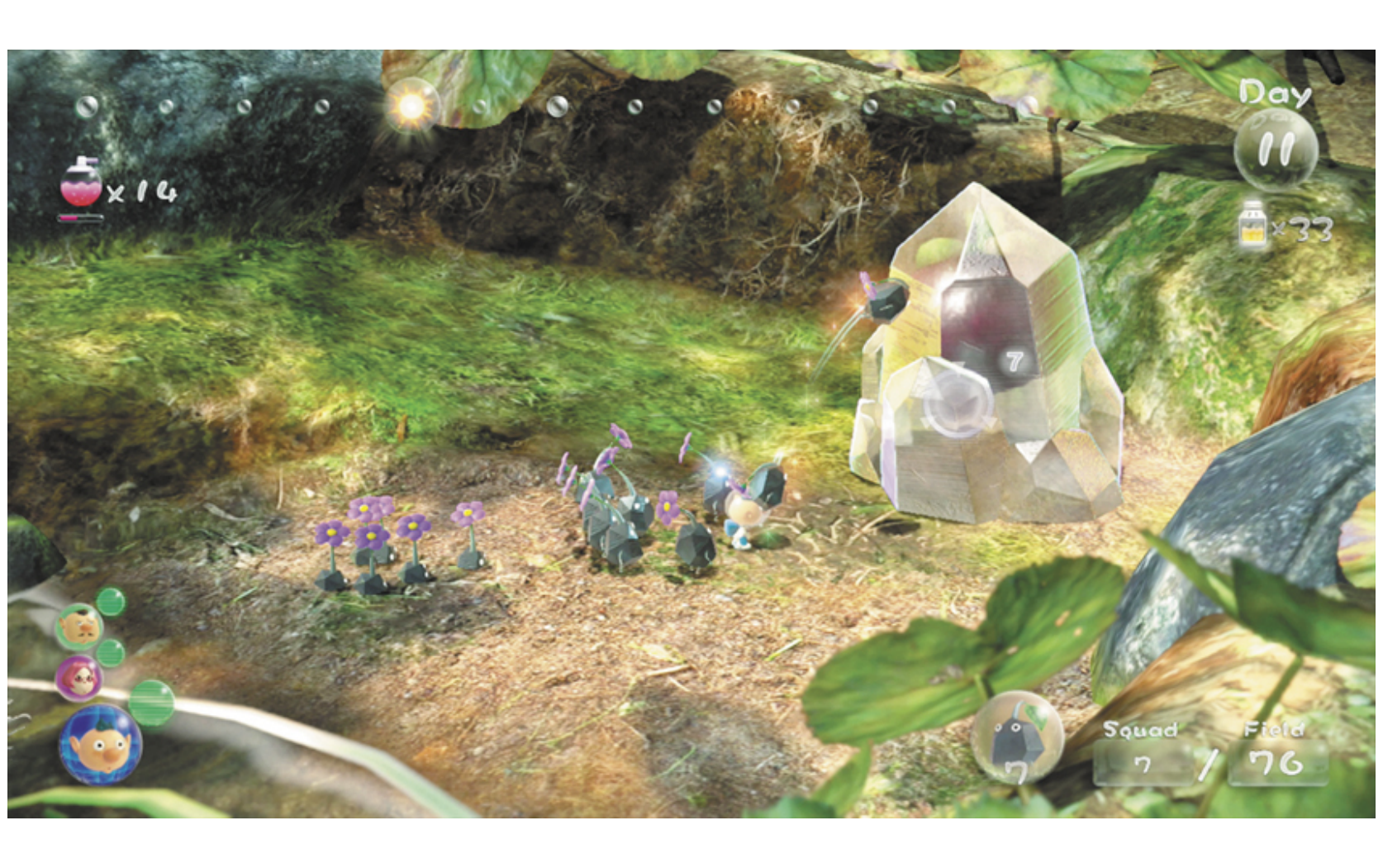
# Twilight River



**Note**

You must collect the Folded Data Glutton to gain access to the Twilight River.

## 1 Dapper Blob

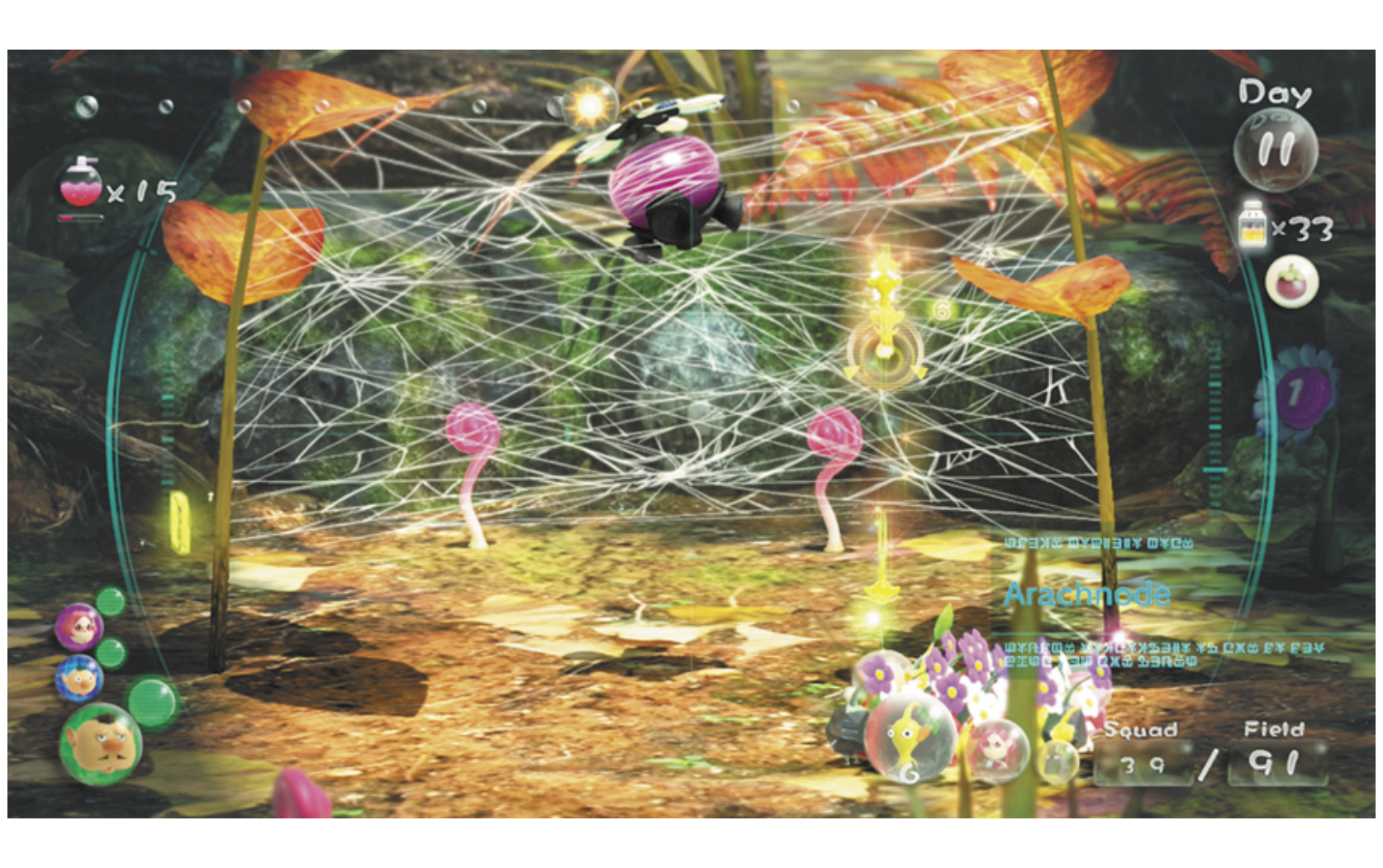


Prerequisite: Collect the Folded Data Glutton

Walkthrough Coverage: Day 11

This Dapper Blob is encased in a Large Crystal across a puddle of water. Toss a squad of Rock Pikmin across the water, then head over and gather them back up. Use the Rock Pikmin to free the fruit and transport it back to the ship.

## 2 Winged Pikmin Onion

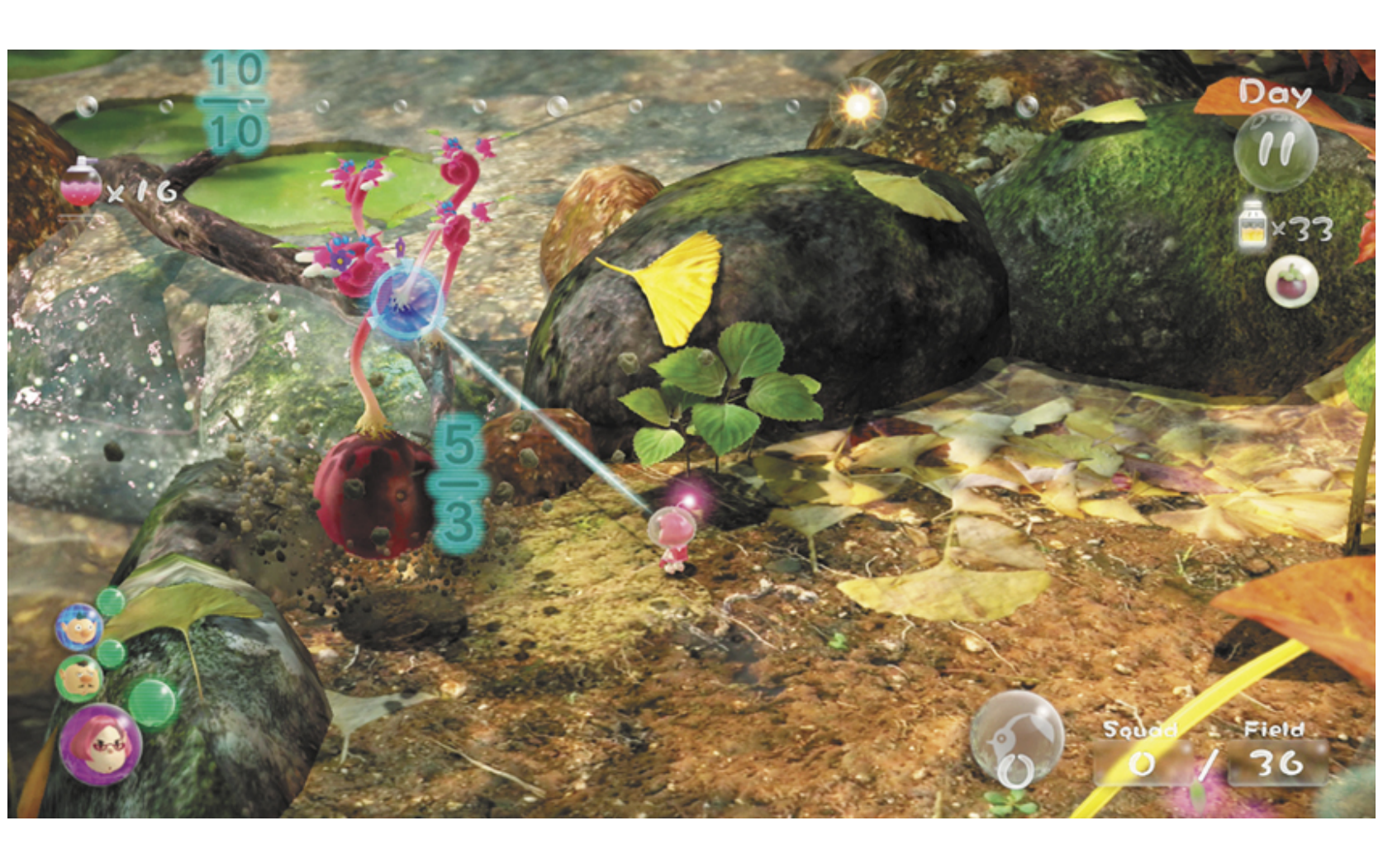


Prerequisite: Collect the Folded Data Glutton

Walkthrough Coverage: Day 11

This Onion is stuck in an Arachnode's web. After you build a bridge to this area, use your Pikmin to defeat the Arachnode. When the web breaks, the Onion is activated.

## 3 Lesser Mock Bottom

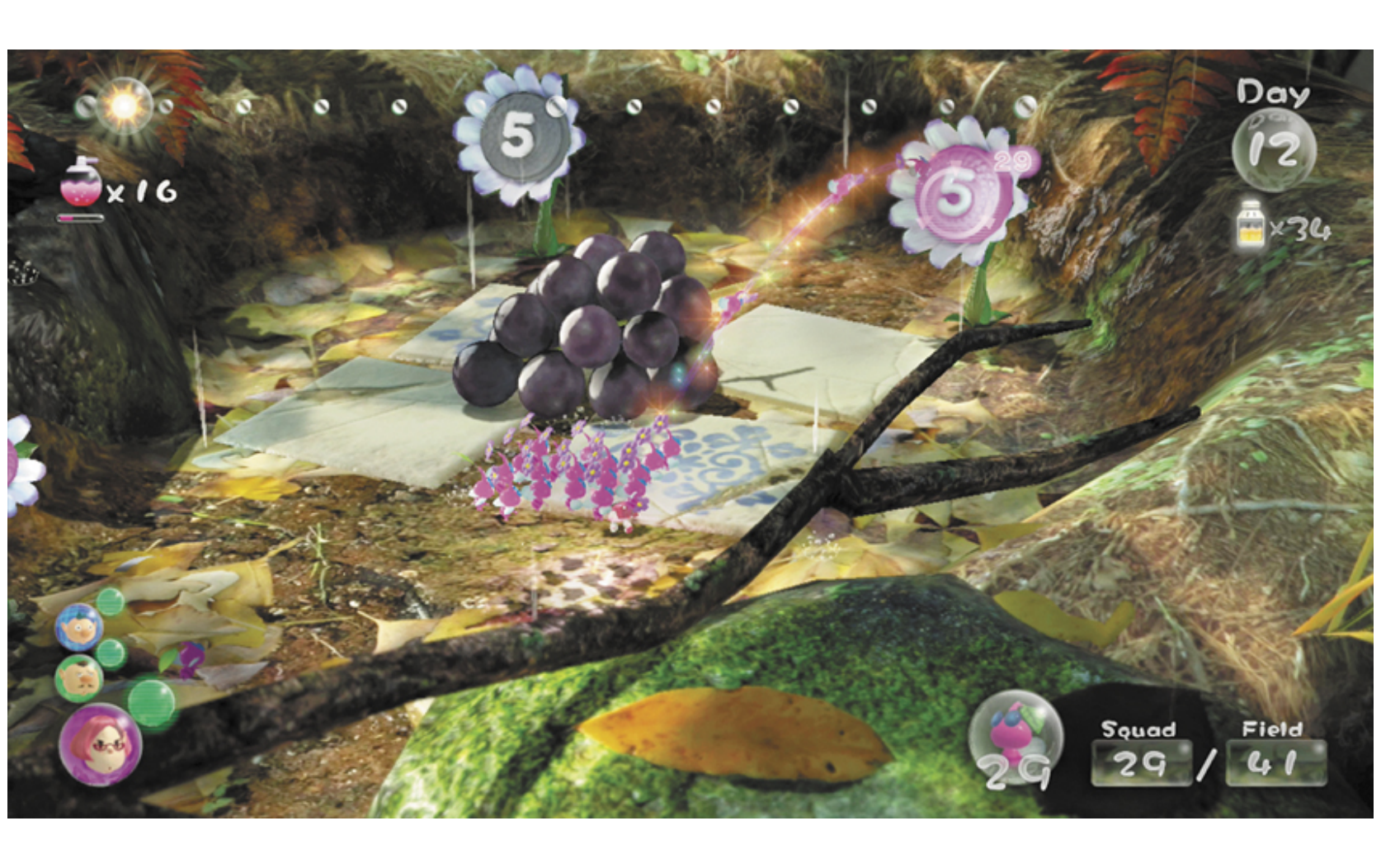


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 11

This Lesser Mock Bottom is attached to the base of a Flukeweed. Assign at least three Winged Pikmin to pull the Flukeweed and transport the fruit to the ship.

## 4 Dusk Pustules

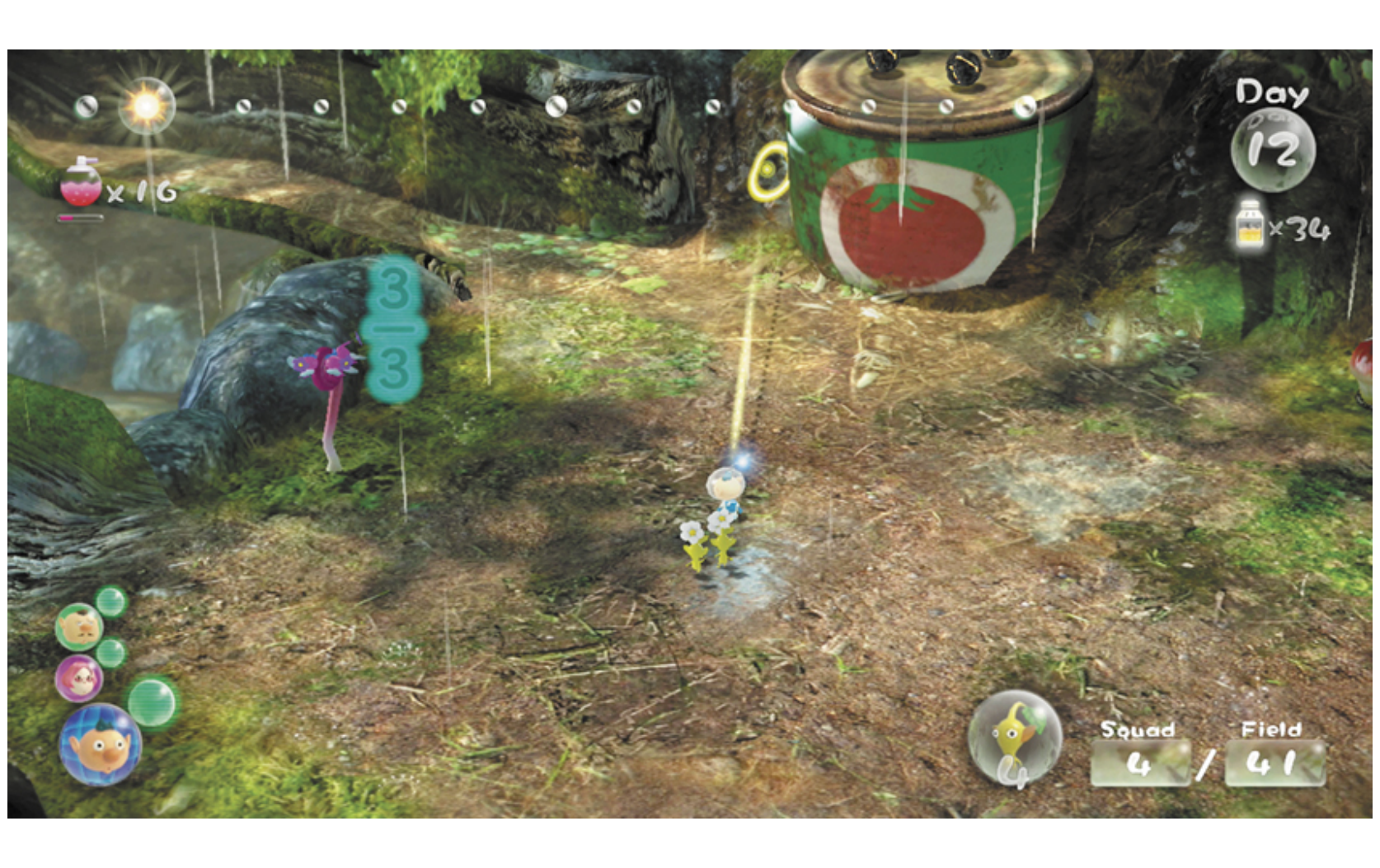


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 12

These Dusk Pustules are located south of the landing site. Lead a squad of Winged Pikmin (or Blue Pikmin) across the water and into the enclosure. Use the Pikmin to deliver the Dusk Pustules to the ship.

## 5 Searing Acidshock

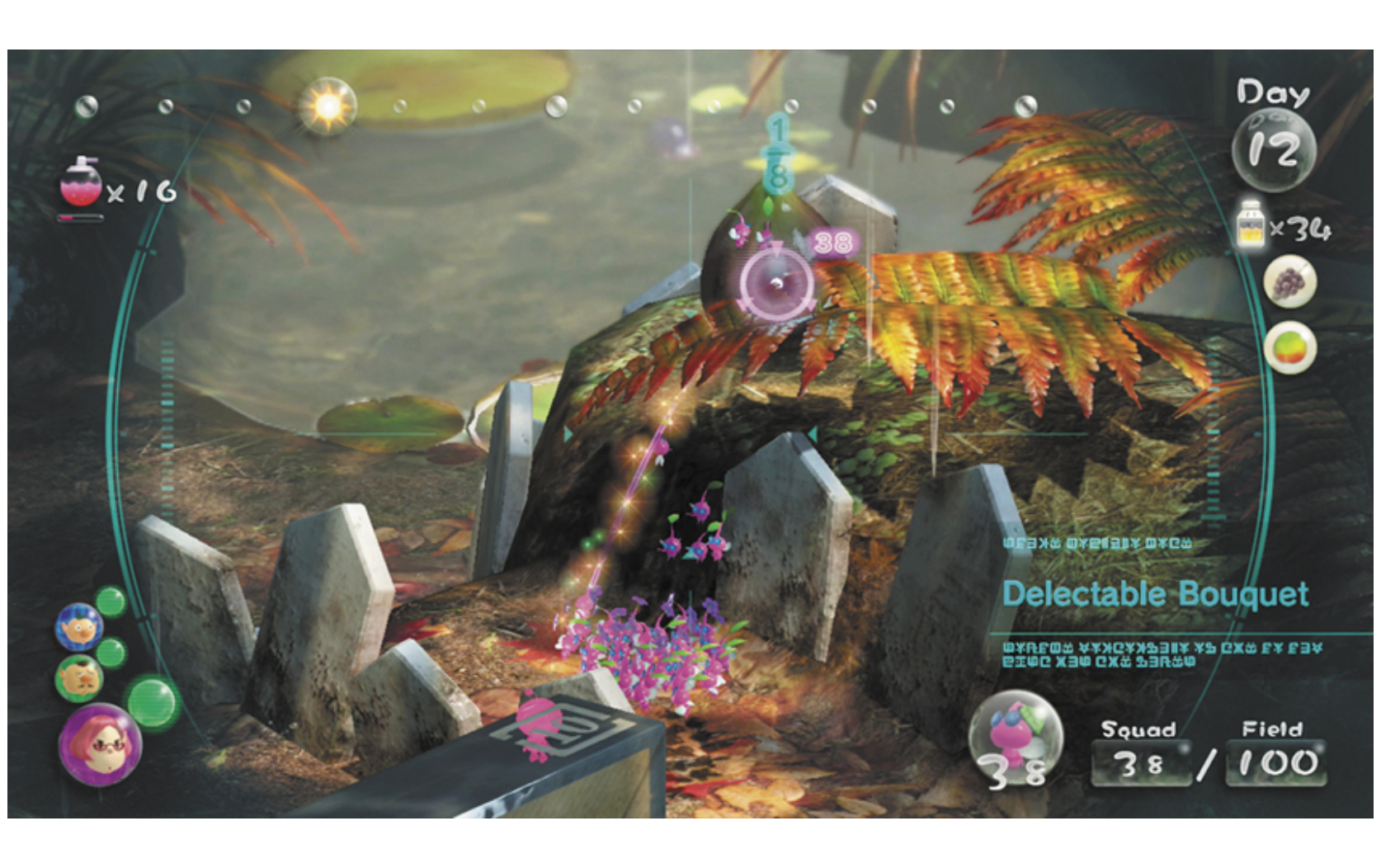


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 12

This Searing Acidshock is attached to the bottom of a Flukeweed. Have at least three Winged Pikmin pull the Flukeweed and unearth the Searing Acidshock, then allow them to carry the fruit back to the ship.

## 6 Delectable Bouquet

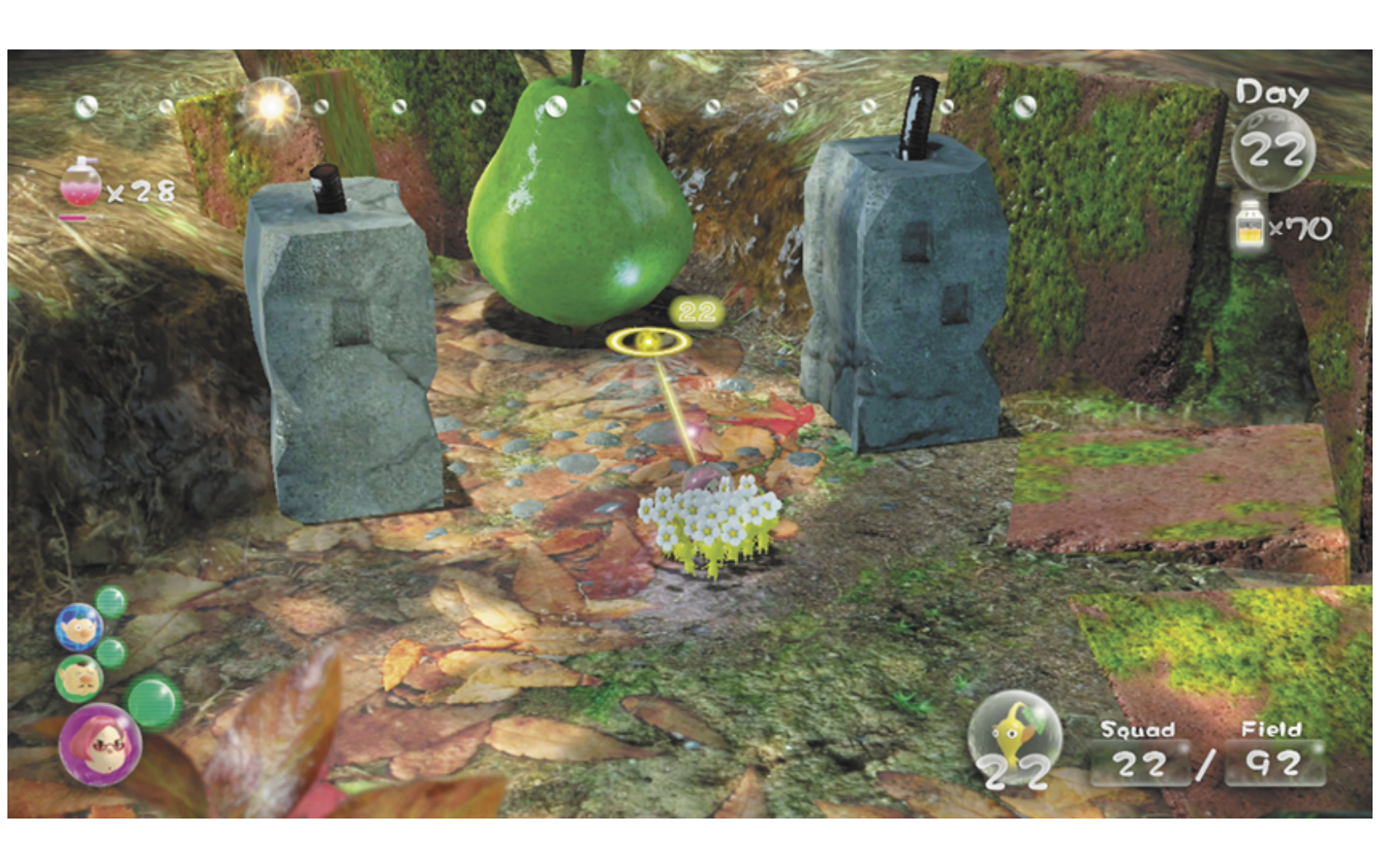


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 12

This Delectable Bouquet is located on a high ledge west of the landing site. To collect it, you must ride downstream and lead a squad of Pikmin back toward the landing site. Toss at least eight Pikmin up to the Delectable Bouquet and allow them to transport the fruit to the ship.

## 7 Tremendous Sniffer

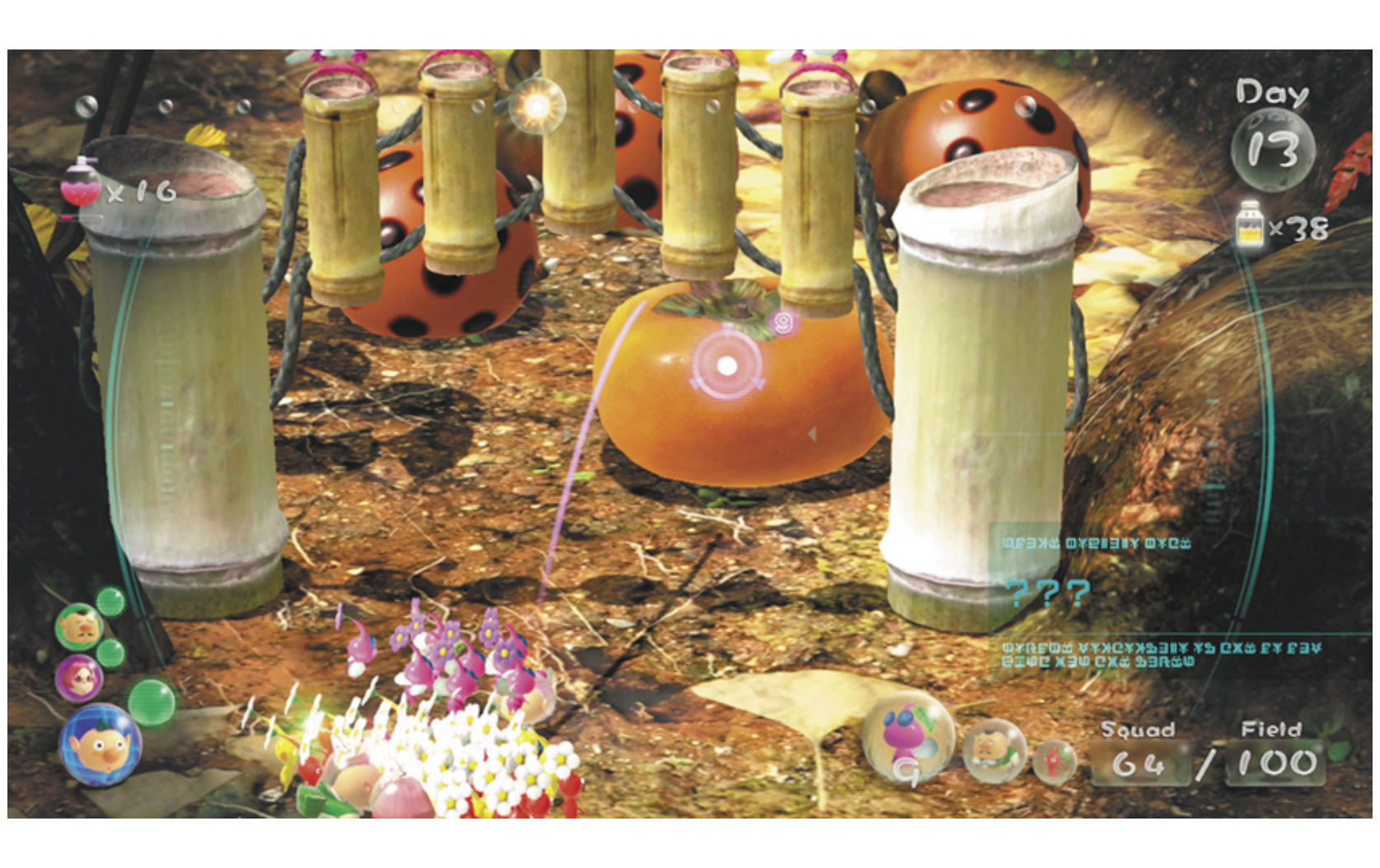


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 22

This Tremendous Sniffer is located behind a Reinforced Wall. Use the Bomb Rocks located northwest of the landing site to blast through this obstacle, then assign at least 10 Pikmin to transport the Tremendous Sniffer.

## 8 Portable Sunset

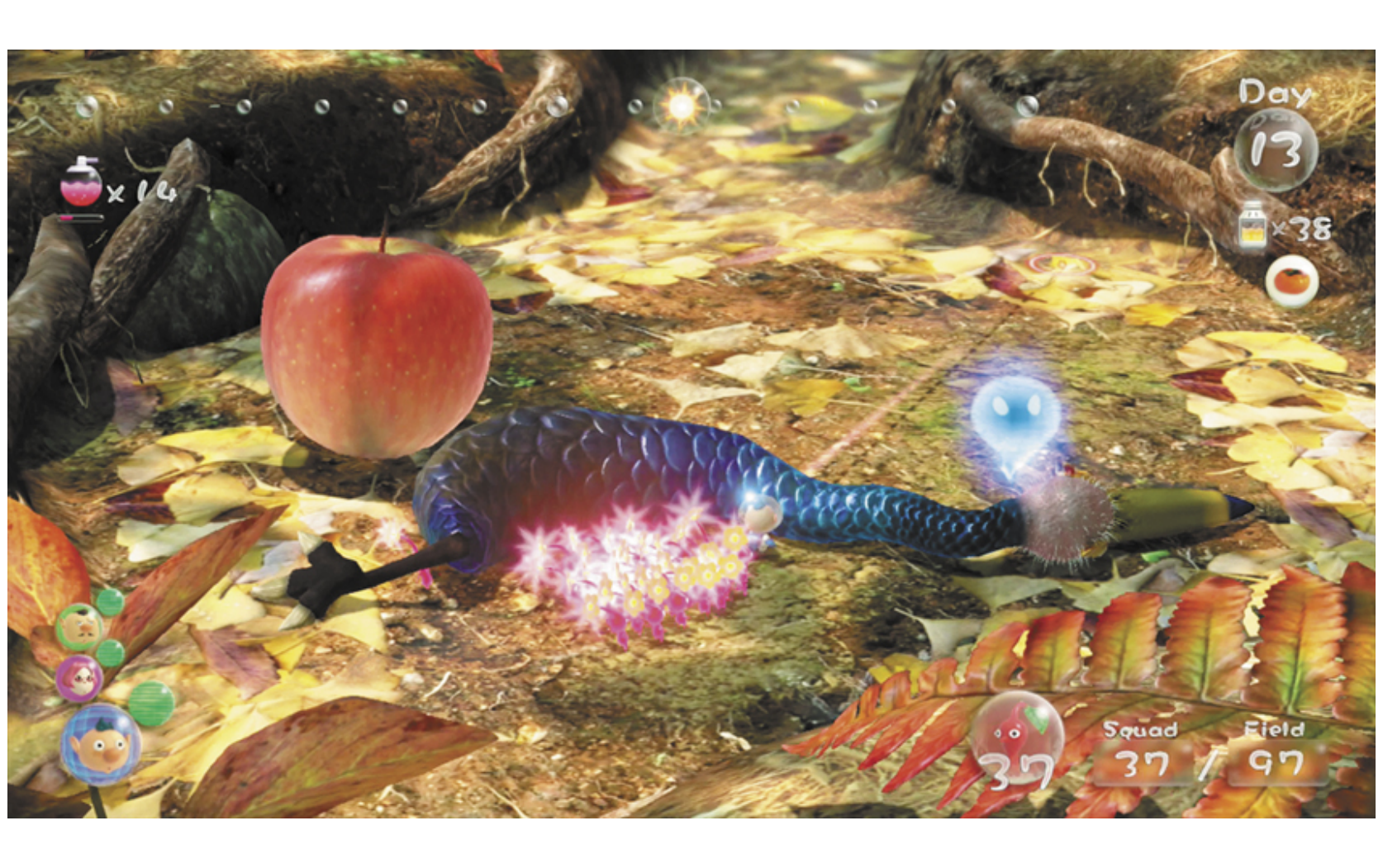


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 13

This Portable Sunset is located near three Orange Bulborbs. If you'd rather avoid a messy battle, use Winged Pikmin to raise the nearby Bamboo Gate. Without waking the Orange Bulborbs, assign at least eight Pikmin to sneak the Portable Sunset out through the opening.

## 9 Insect Condo

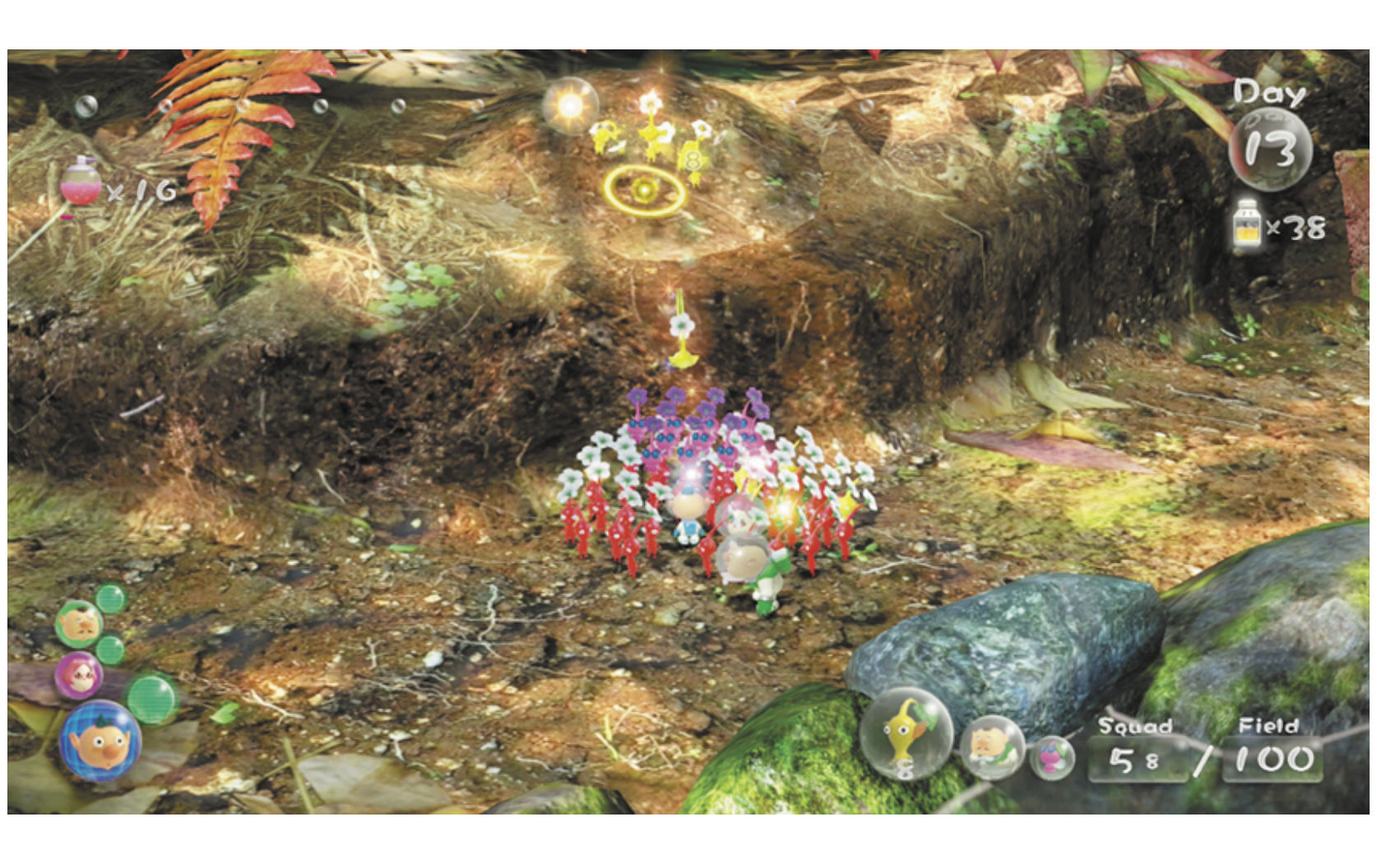


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 13

The Insect Condo is located inside a Burrowing Snagret. After you defeat this creature, assign at least 10 Pikmin to carry the fruit back to the ship.

## 10 Scorch Guard

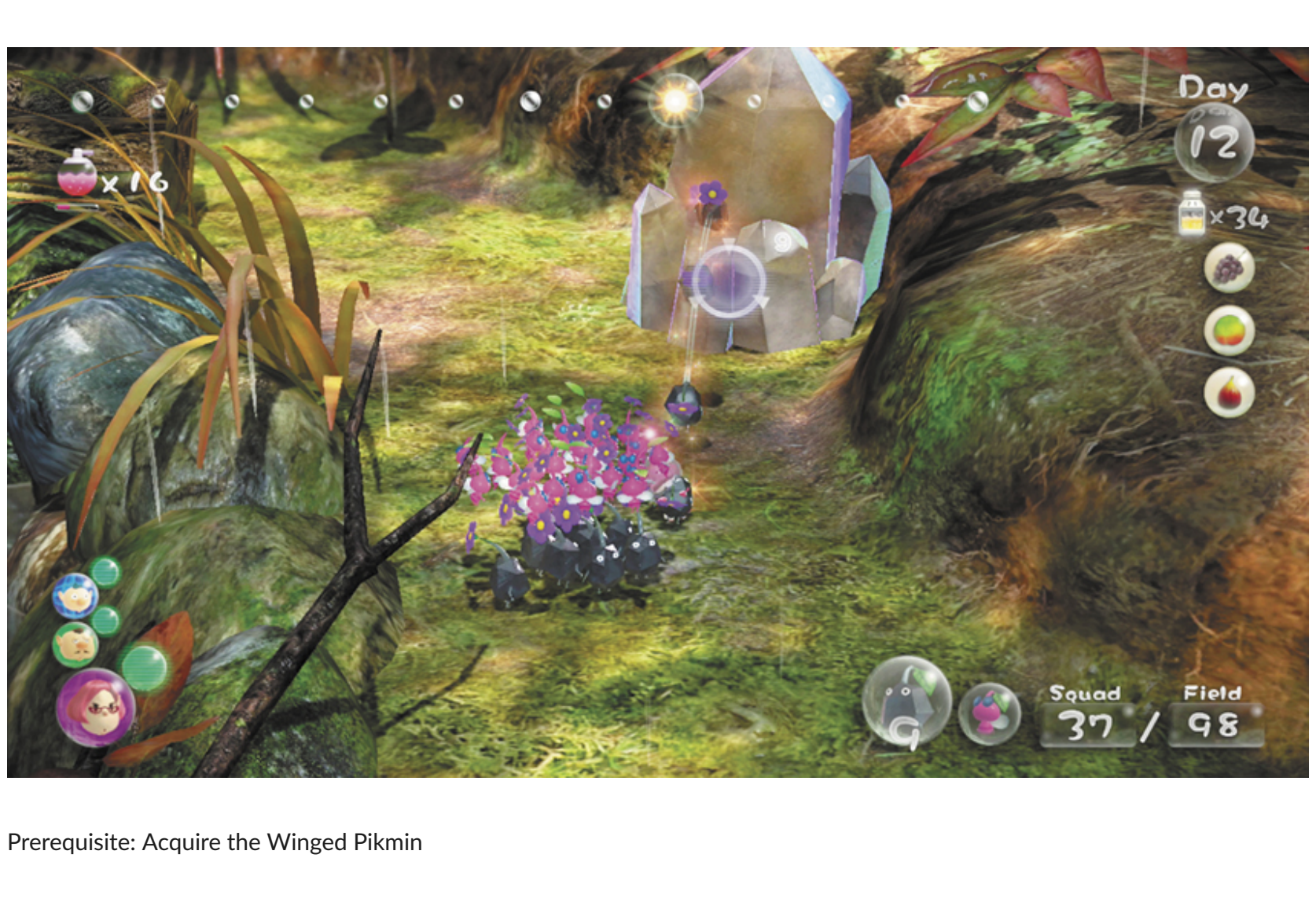


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 13

The Scorch Guard is buried on a ledge near the south end of the Twilight River. Throw at least 10 Pikmin onto the suspicious mound. After the Pikmin unearth the buried suit upgrade, they'll automatically transport it to the ship.

## 11 Blonde Impostor

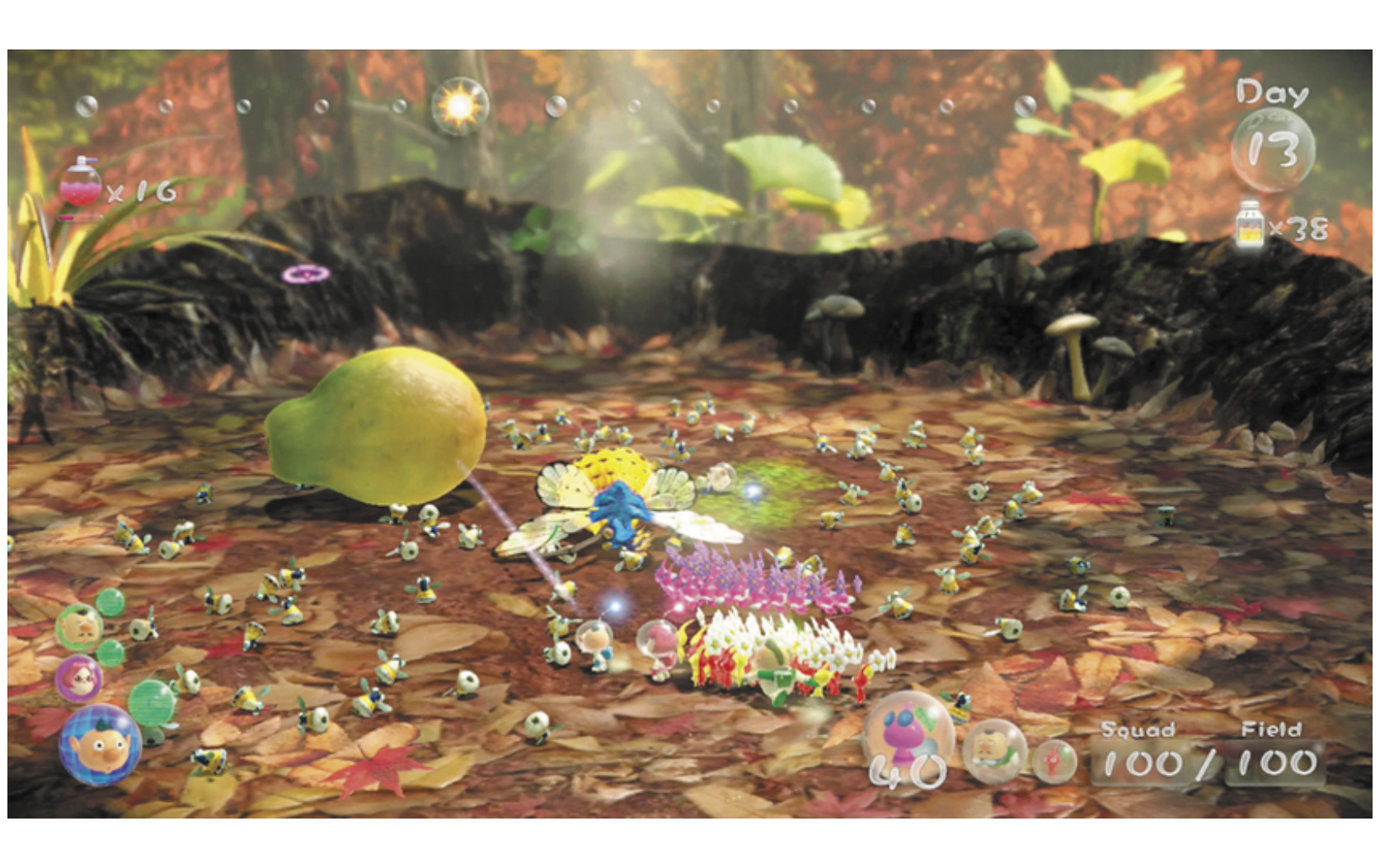


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 12

This Blonde Impostor is encased within a Large Crystal. Use the Bouncy Mushroom in the water to launch a crew member and at least 10 Rock Pikmin up to this ledge. When this squad is in place, use the Rock Pikmin to shatter the Large Crystal, then assign Pikmin to transport each half of the Blonde Impostor.

## 12 Seed Hive

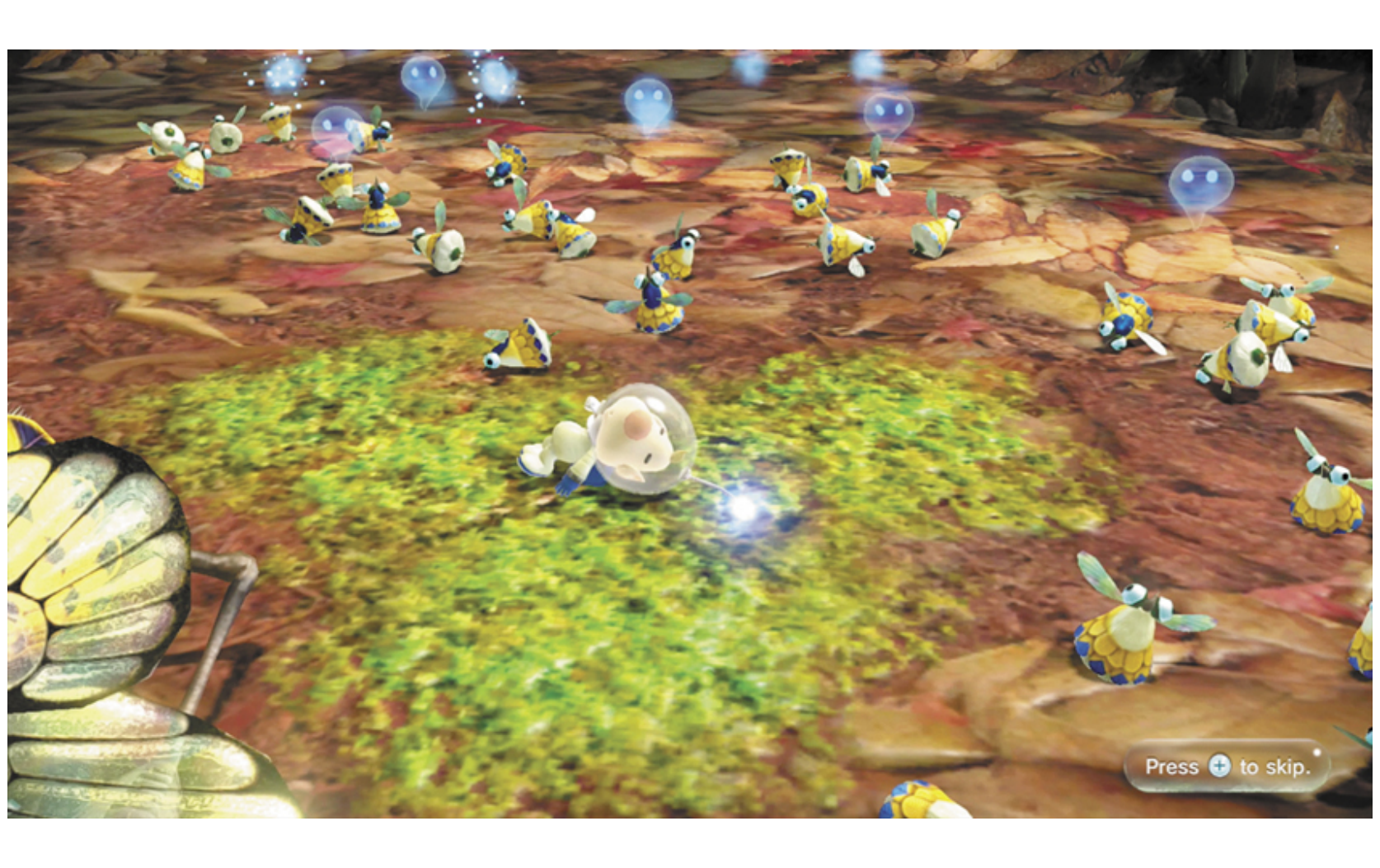


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 13

The Seed Hive is located within the Scornet Maestro. After you defeat this enemy, assign at least 10 Pikmin to carry the fruit back to the ship.

## 13 Louie

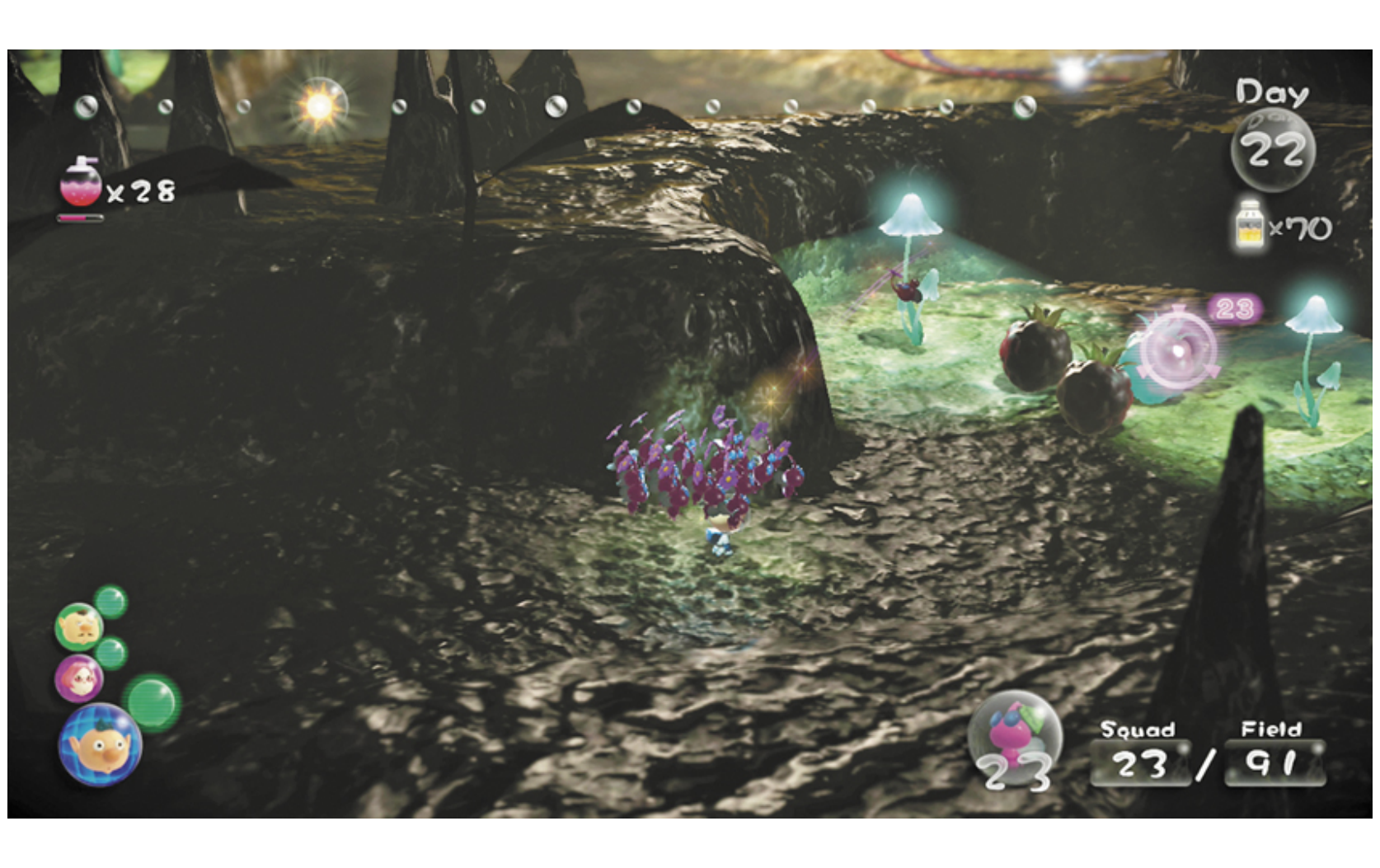


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 13

When you defeat the Scornet Maestro, Louie falls to the ground. Assign at least five Pikmin to carry Louie back to the ship. After you rescue Louie from the Scornet Maestro, he steals your juice supply and blasts a path to the west half of the Garden of Hope.

## 14 Juicy Gaggle

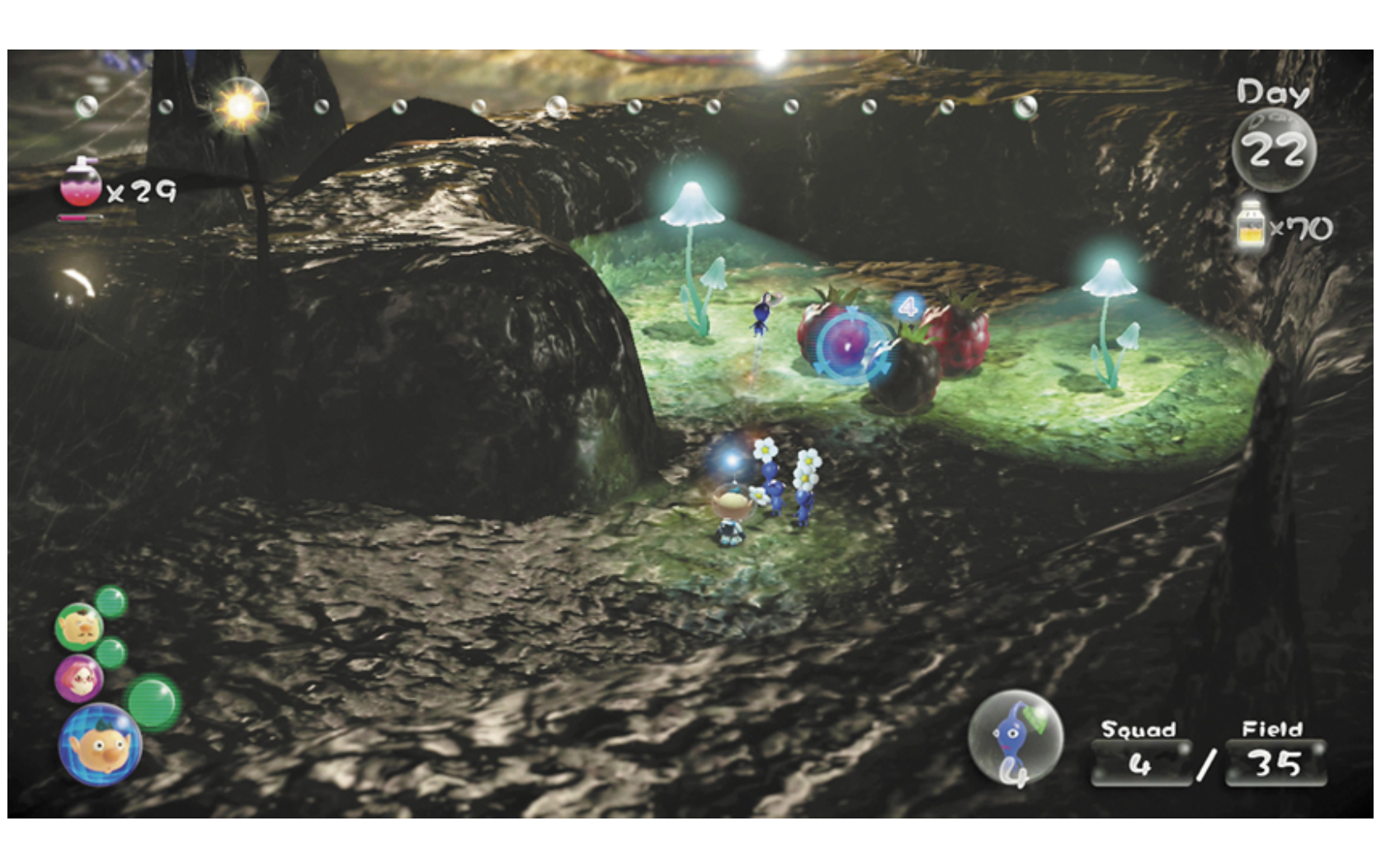


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 22

This fruit is one of three Juicy Gaggles clustered in a cave. Use Winged Pikmin to defeat the Arachnode blocking the path, then have a Winged Pikmin (or a Blue Pikmin) carry the Juicy Gaggle back to the ship.

## 15 Juicy Gaggle

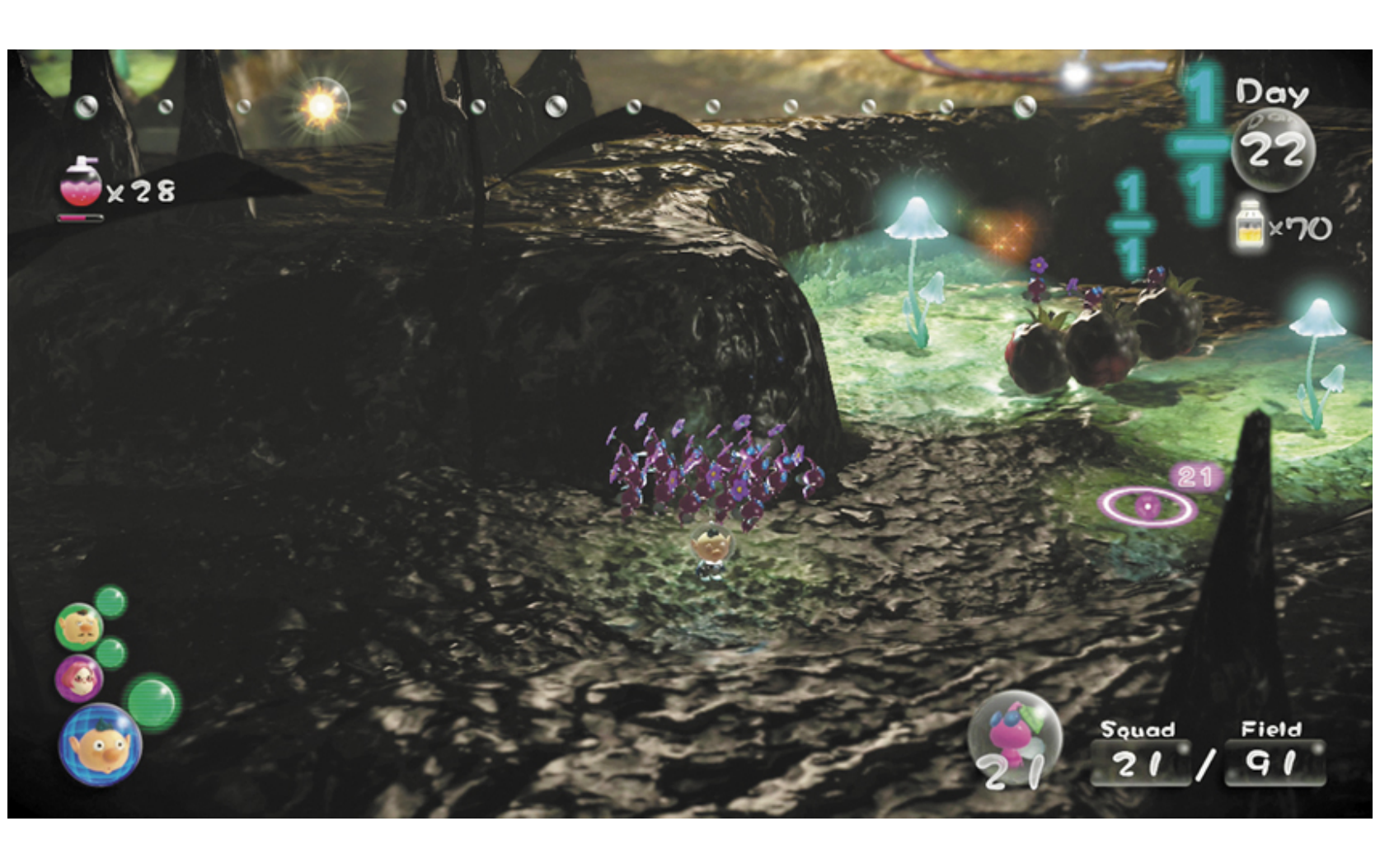


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 22

This fruit is one of three Juicy Gaggles clustered in a cave. After you clear out the nearby Arachnode, have one Winged Pikmin (or Blue Pikmin) carry this Juicy Gaggle back to the ship.

## 16 Juicy Gaggle

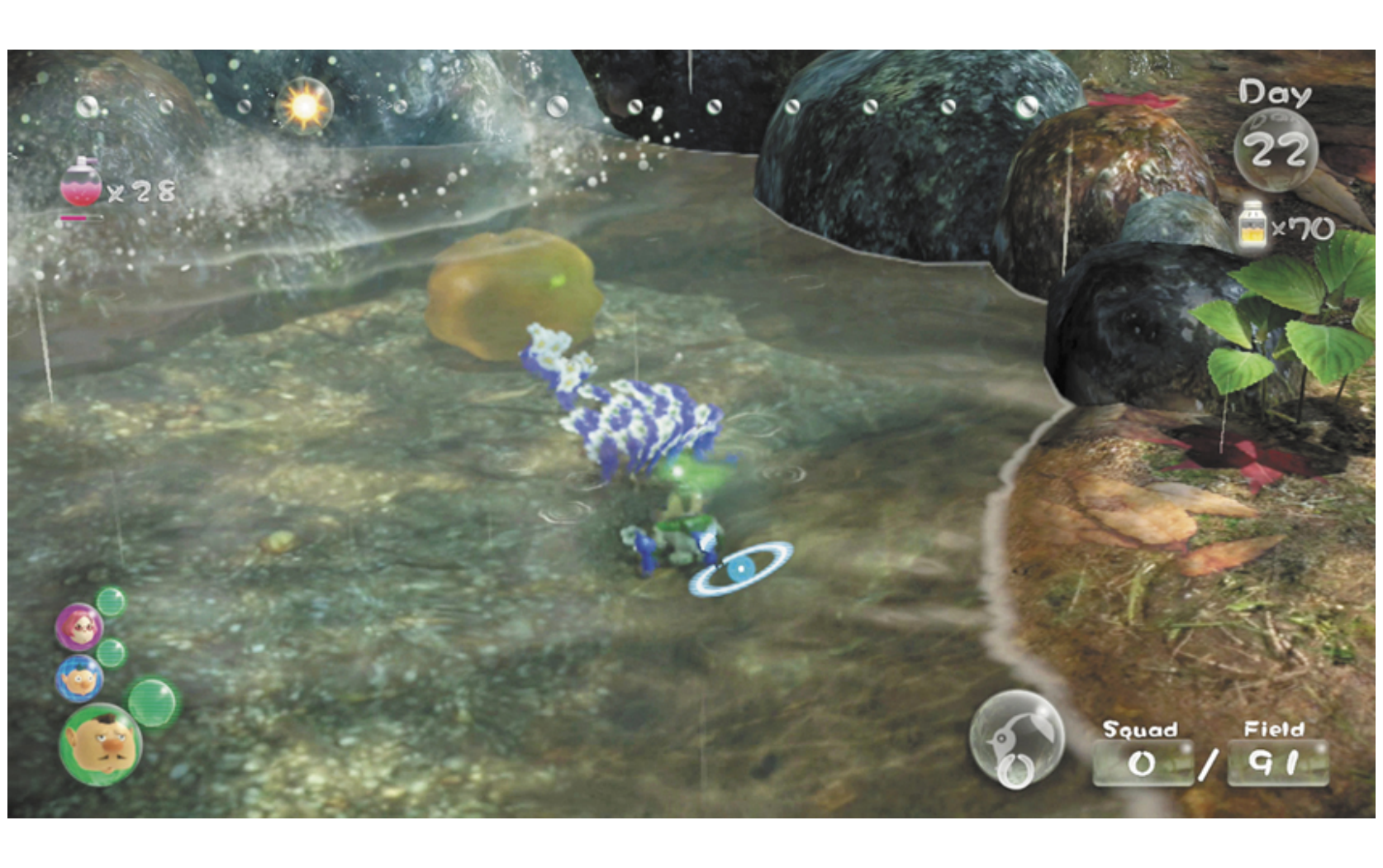


Prerequisite: Acquire the Winged Pikmin

Walkthrough Coverage: Day 22

This fruit is one of three Juicy Gaggles clustered in a cave. After you've dealt with the nearby Arachnode, have one Winged Pikmin (or Blue Pikmin) carry this Juicy Gaggle back to the ship.

## 17 Citrus Lump

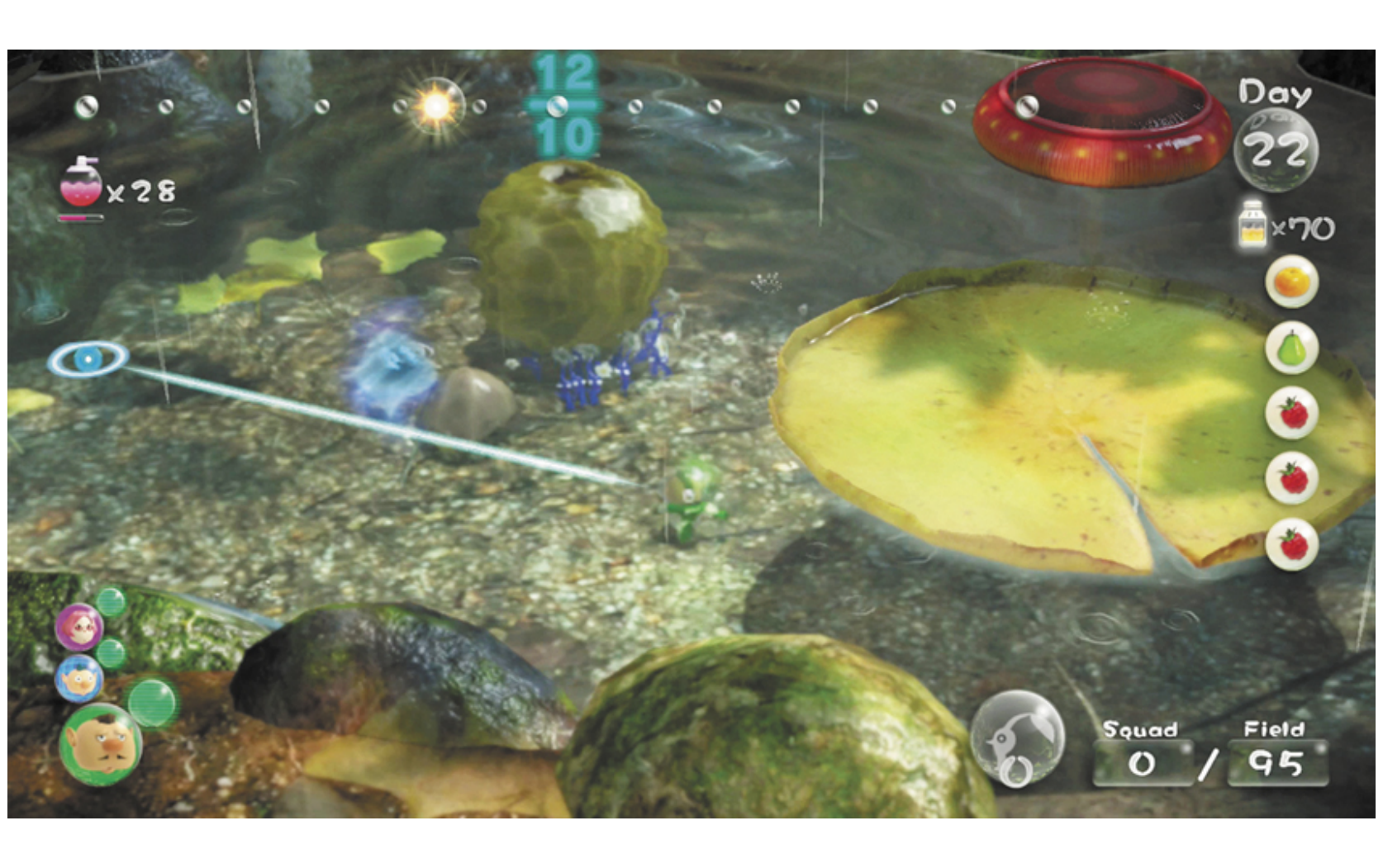


Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 22

This Citrus Lump is located in the water east of the landing site. Clear out the Dwarf Orange Bulborbs near the water's edge, then lead at least five Blue Pikmin down to the Citrus Lump and have them carry it back to the ship.

## 18 Crunchy Deluge



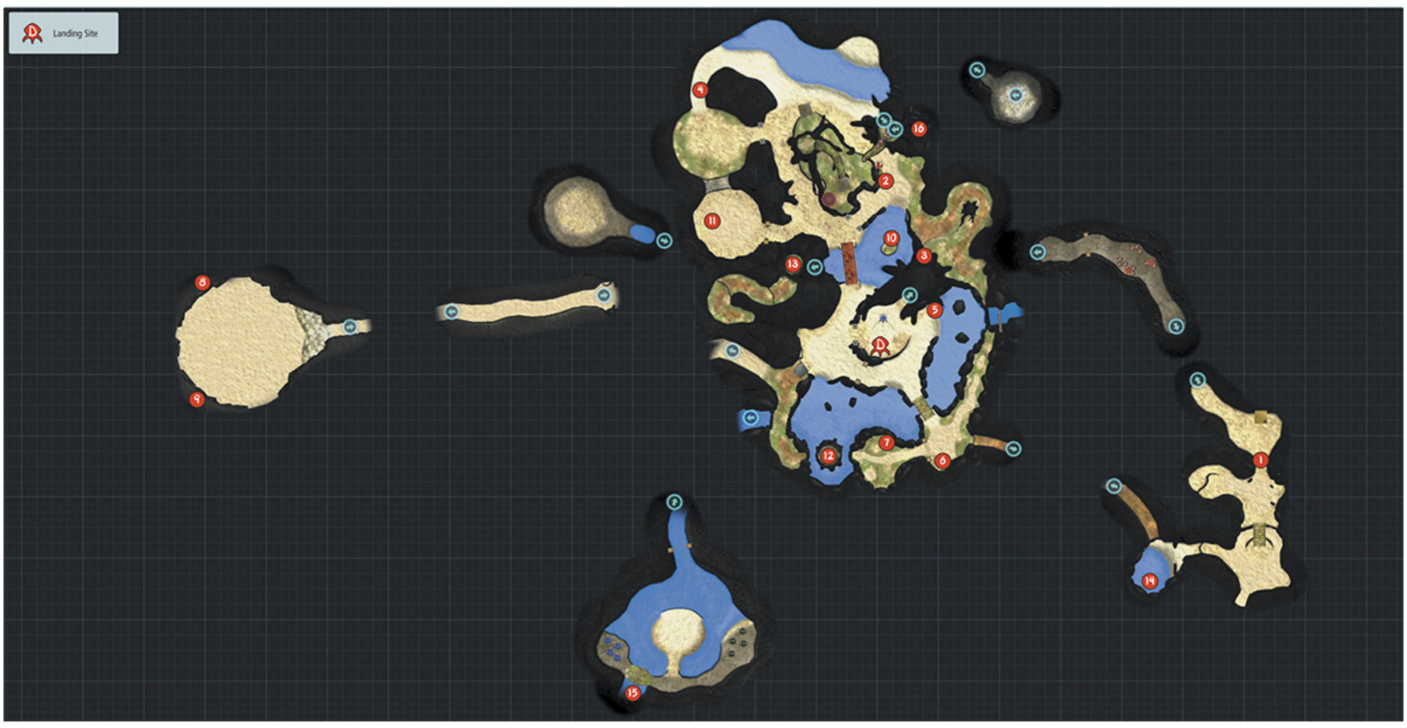
Prerequisite: Acquire the Blue Pikmin

Walkthrough Coverage: Day 22

The Crunchy Deluge is located in the water at the south end of the Twilight River. Use a large squad of Blue Pikmin to deal with the nearby Toady Bloyster, then assign at least 10 Pikmin to carry the fruit back to the ship.

Tropical Wilds

# Tropical Wilds



## Tropical Wilds Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Pikminology #1 | Pikmin Behavior |
| 2 | Pikminology #7 | Pikmin Behavior |
| 3 | Pikminology #10 | Pikmin Behavior |
| 4 | Pikminology #15 | Pikmin Behavior |
| 5 | Plucking #2 | Controls |
| 6 | Dividing Labor #2 | Controls |
| 7 | Escaping | Controls |
| 8 | Sandbelching Meerslug #1 | Indigenous Life |
| 9 | Sandbelching Meerslug #2 | Indigenous Life |
| 10 | Peckish Aristocrab | Indigenous Life |
| 11 | Shaggy Long Legs | Indigenous Life |
| 12 | With One More Person… | Area Hints |
| 13 | The Cliff-Top Mystery | Area Hints |
| 14 | Journal Entry #4 | Olimar’s Log |
| 15 | Secret Memo #8 | Other |
| 16 | Secret Memo #10 | Other |

Collectable Data Files

# Collectable Data Files

There are 90 collectable Data Files scattered throughout the game's Story mode. Data Files provide useful information about Pikmin behavior, game controls, indigenous life, and more. Most Data Files are located in plain sight, but occasionally you'll find them buried in Dirt Mounds, hidden under obstacles, or tucked away in easy-to-miss areas.

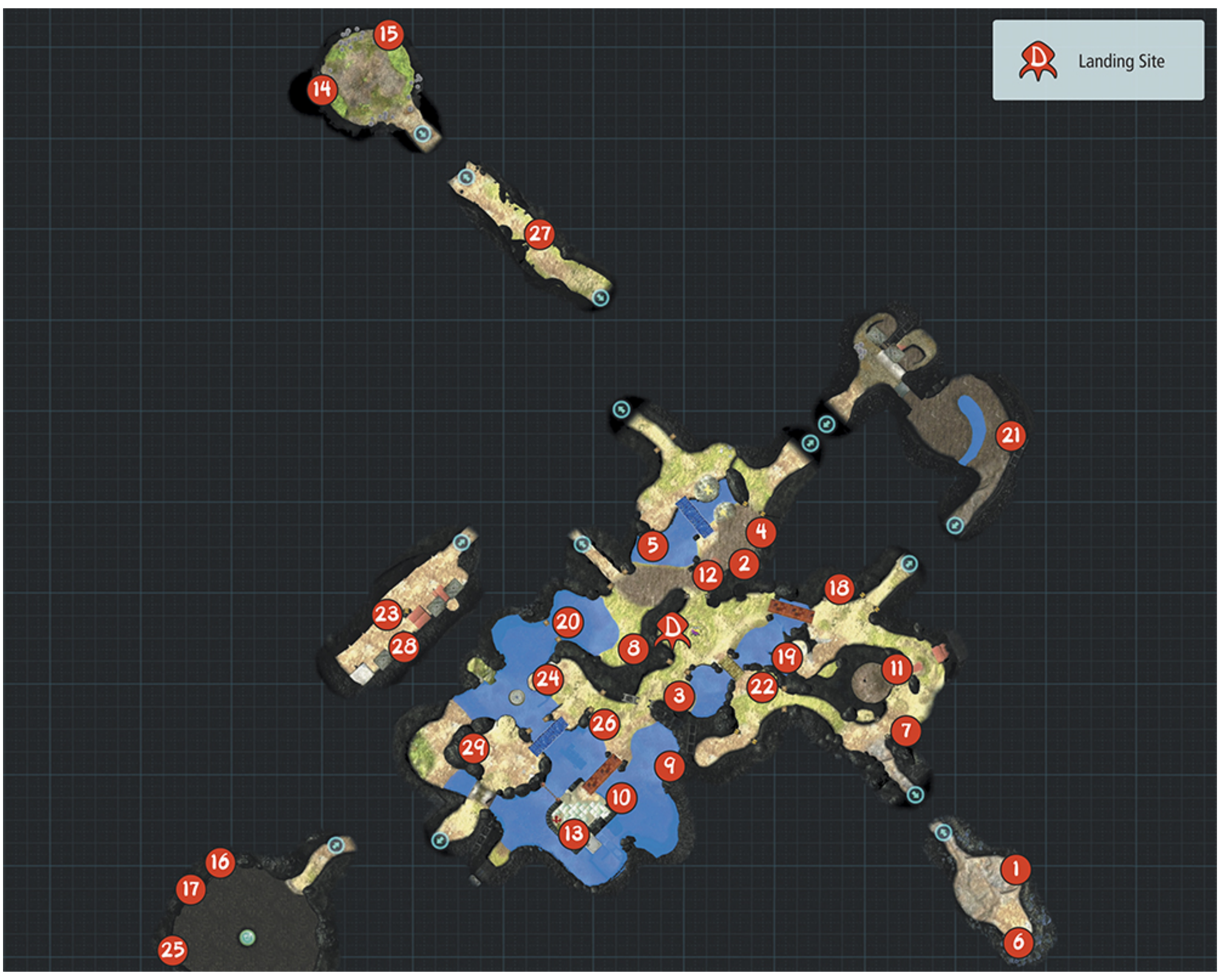
Collectable Data Files can only be retrieved by crew members—in fact, some Data Files can only be collected when multiple crew members work together.

Collected Data Files are stored in the KopPad's Exploration Notes, along with other useful information your crew members discover throughout the Story mode.

## Note

The KopPad contains slots for 120 Exploration Notes. 90 of these slots are filled by collecting the Data Files scattered throughout the Story mode. The remaining 30 slots are automatically filled as you complete objectives, collect items, observe Pikmin, and interact with the environment. To ensure you acquire all available Exploration Notes, make sure you collect all of the optional items and fully explore every map of the Story mode.

# Garden of Hope

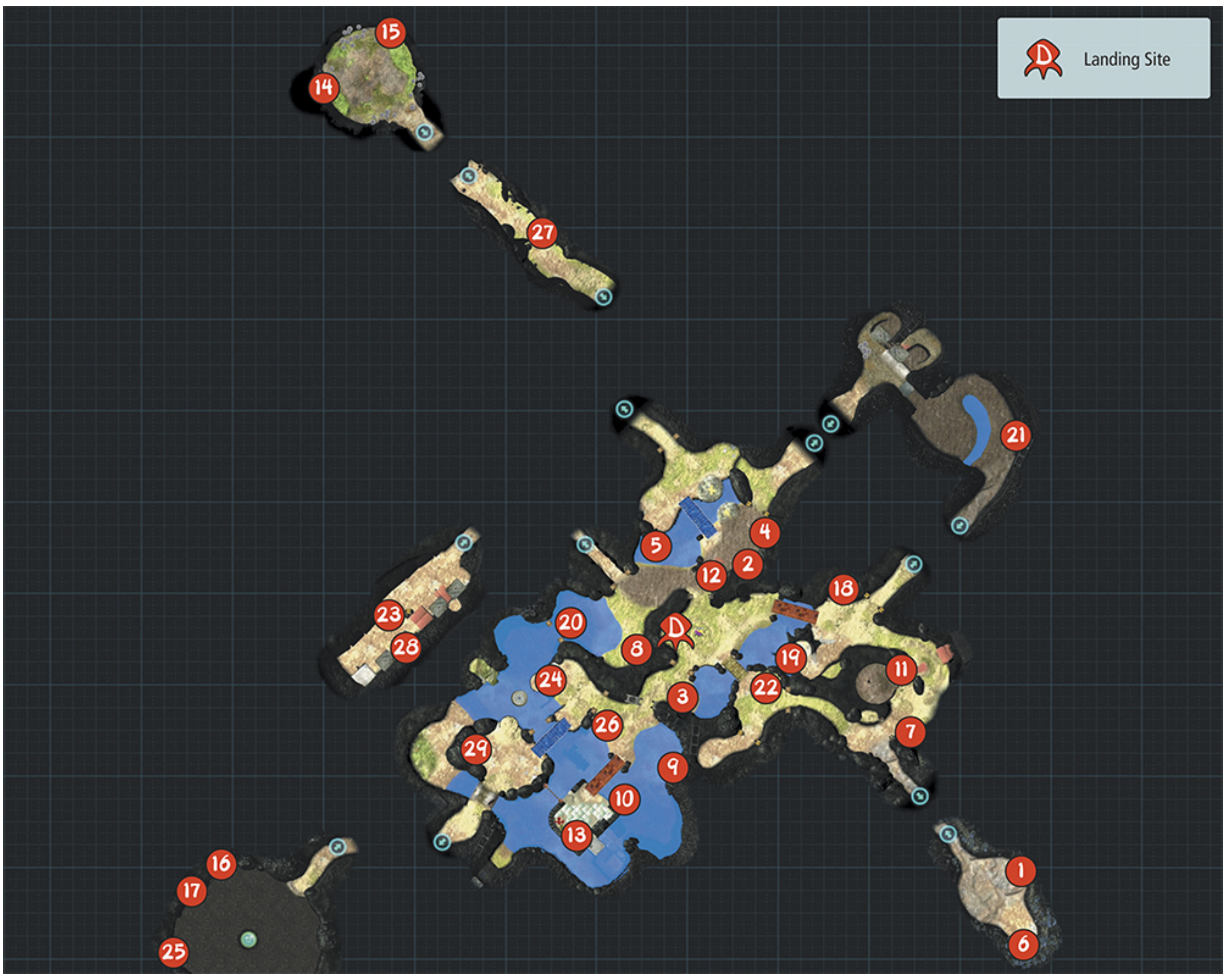


## Garden of Hope Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Pikminology #4 | Pikmin Behavior |
| 2 | Pikminology #5 | Pikmin Behavior |
| 3 | Pikminology #14 | Pikmin Behavior |
| 4 | Red Pikmin #1 | Pikmin Behavior |
| 5 | Red Pikmin #2 | Pikmin Behavior |
| 6 | Rock Pikmin #1 | Pikmin Behavior |
| 7 | Rock Pikmin #2 | Pikmin Behavior |
| 8 | Rock Pikmin #3 | Pikmin Behavior |
| 9 | Blue Pikmin #1 | Pikmin Behavior |
| 10 | Blue Pikmin #2 | Pikmin Behavior |
| 11 | Throwing Leaders | Controls |
| 12 | Go Here! | Controls |
| 13 | Rescuing from Bubbles | Controls |
| 14 | Armored Mawdad #1 | Indigenous Life |
| 15 | Armored Mawdad #2 | Indigenous Life |
| 16 | Quaggled Mireclops #1 | Indigenous Life |
| 17 | Quaggled Mireclops #2 | Indigenous Life |
| 18 | Bulborb #1 | Indigenous Life |
| 19 | Bulborb #2 | Indigenous Life |
| 20 | Yellow Wollywog | Indigenous Life |
| 21 | Bug-Eyed Crawmad | Indigenous Life |
| 22 | Hiding | Indigenous Life |
| 23 | With Three of Us... | Area Hints |
| 24 | A Legacy of the Past | Area Hints |
| 25 | Journal Entry #1 | Olimar's Log |
| 26 | Journal Entry #2 | Olimar's Log |
| 27 | Journal Entry #3 | Olimar's Log |
| 28 | Secret Memo #4 | Other |
| 29 | Secret Memo #9 | Other |

Garden of Hope

# Garden of Hope


Landing Site
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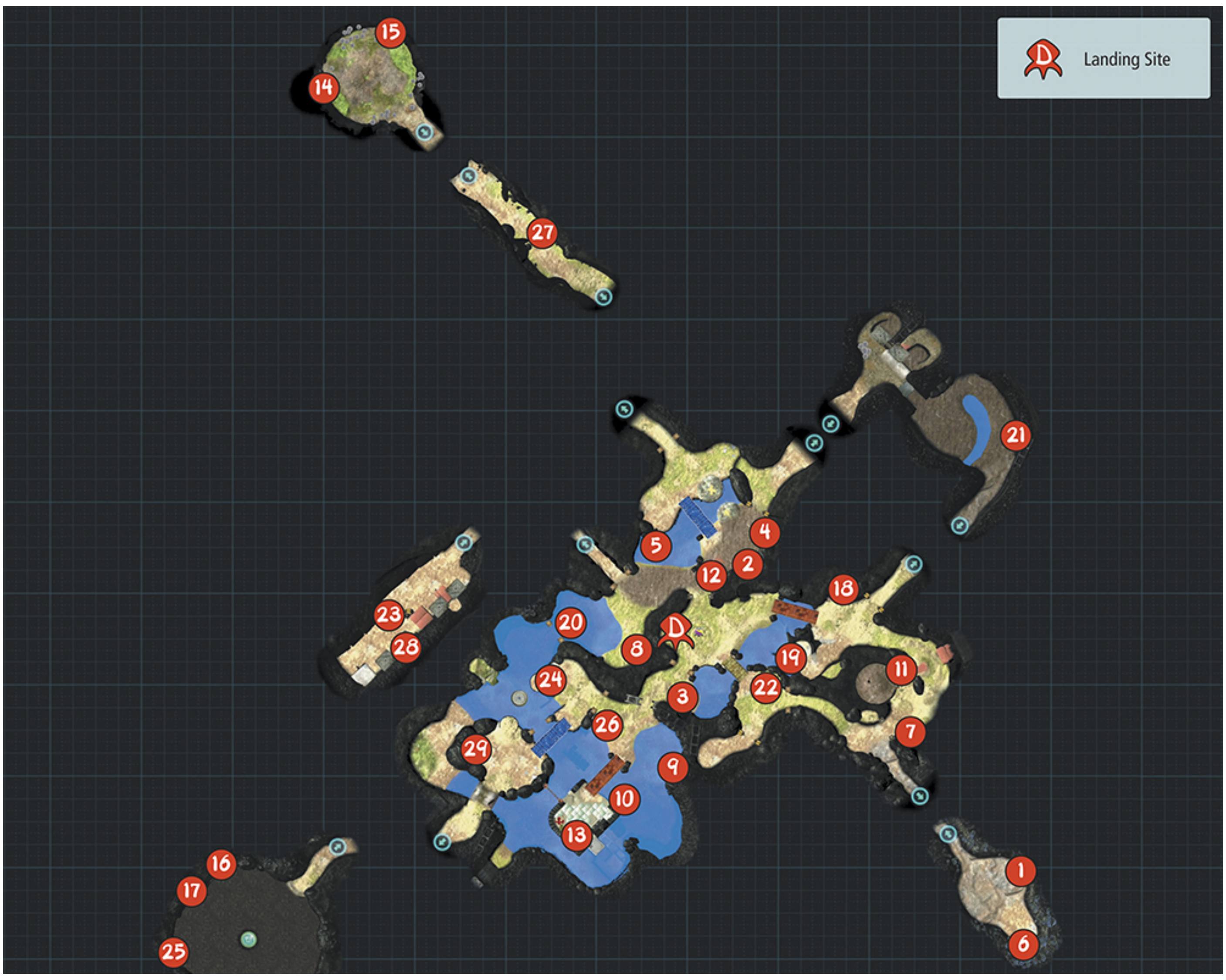
## Garden of Hope Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Pikminology #1 | Pikmin Behavior |
| 2 | Pikminology #7 | Pikmin Behavior |
| 3 | Pikminology #10 | Pikmin Behavior |
| 4 | Pikminology #15 | Pikmin Behavior |
| 5 | Plucking #2 | Controls |
| 6 | Dividing Labor #2 | Controls |
| 7 | Escaping | Controls |
| 8 | Sandbelching Meerslug #1 | Indigenous Life |
| 9 | Sandbelching Meerslug #2 | Indigenous Life |
| 10 | Peckish Aristocrab | Indigenous Life |
| 11 | Shaggy Long Legs | Indigenous Life |
| 12 | With One More Person… | Area Hints |
| 13 | The Cliff-Top Mystery | Area Hints |
| 14 | Journal Entry #4 | Olimar's Log |
| 15 | Secret Memo #8 | Other |
| 16 | Secret Memo #10 | Other |

# Garden of Hope


Landing Site
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## Garden of Hope Data Files

| Map Icon | Description | Category |
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| 2 | Pikminology #7 | Pikmin Behavior |
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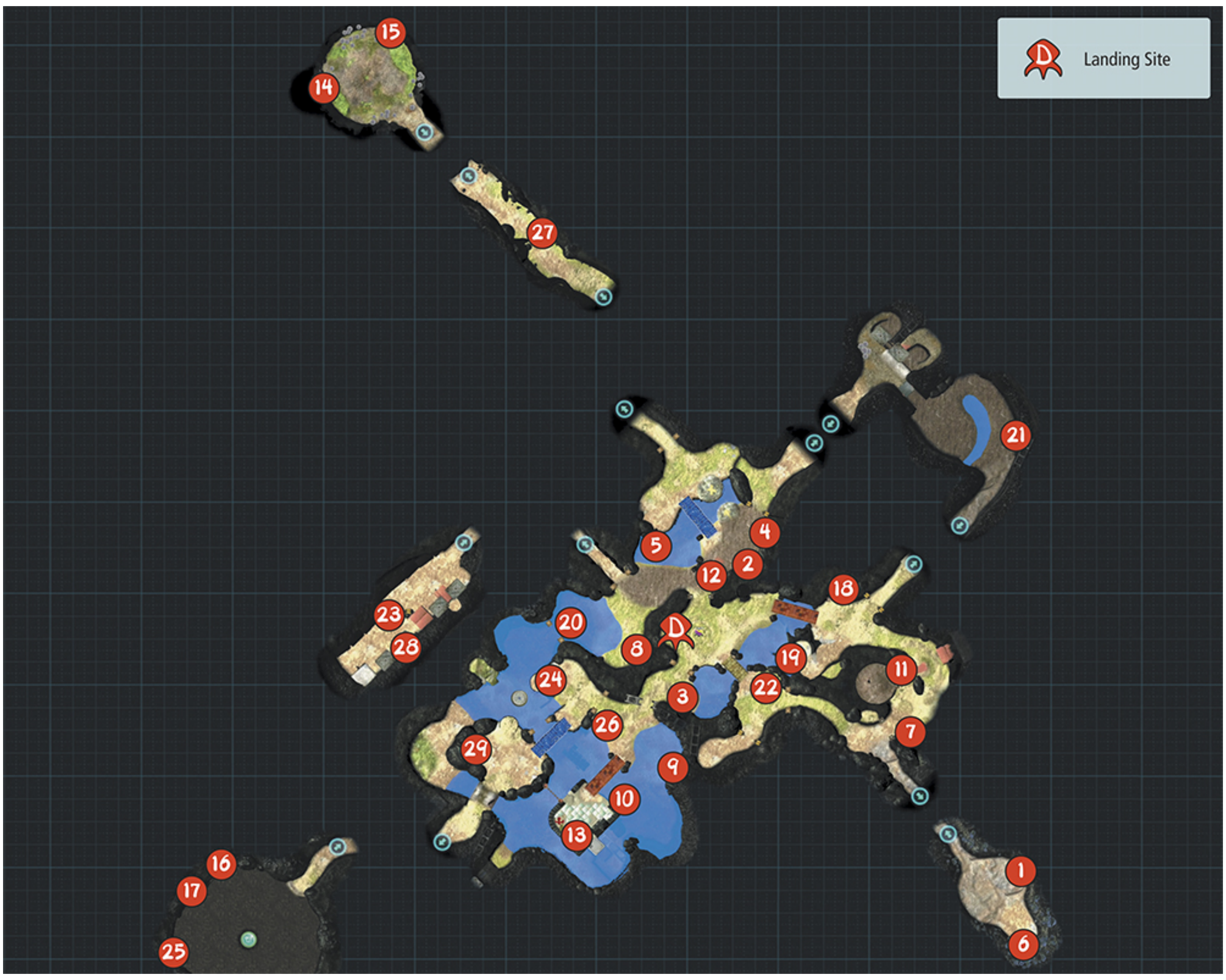
| 6 | Dividing Labor #2 | Controls |
| 7 | Escaping | Controls |
| 8 | Sandbelching Meerslug #1 | Indigenous Life |
| 9 | Sandbelching Meerslug #2 | Indigenous Life |
| 10 | Peckish Aristocrab | Indigenous Life |
| 11 | Shaggy Long Legs | Indigenous Life |
| 12 | With One More Person… | Area Hints |
| 13 | The Cliff-Top Mystery | Area Hints |
| 14 | Journal Entry #4 | Olimar's Log |
| 15 | Secret Memo #8 | Other |
| 16 | Secret Memo #10 | Other |

Garden of Hope

# Garden of Hope


Landing Site
15
14
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6
25

## Garden of Hope Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Pikminology #1 | Pikmin Behavior |
| 2 | Pikminology #7 | Pikmin Behavior |
| 3 | Pikminology #10 | Pikmin Behavior |
| 4 | Pikminology #15 | Pikmin Behavior |
| 5 | Plucking #2 | Controls |
| 6 | Dividing Labor #2 | Controls |
| 7 | Escaping | Controls |
| 8 | Sandbelching Meerslug #1 | Indigenous Life |
| 9 | Sandbelching Meerslug #2 | Indigenous Life |
| 10 | Peckish Aristocrab | Indigenous Life |
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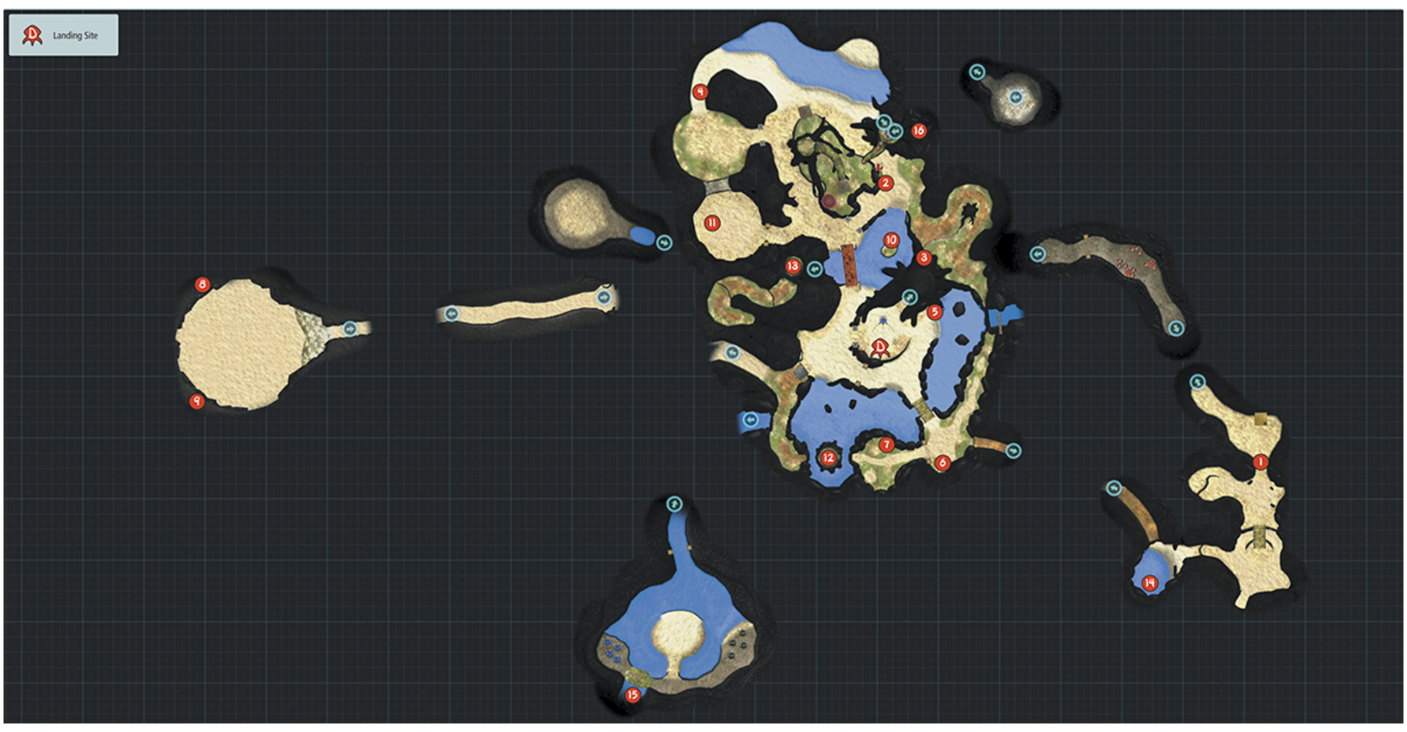
| 14 | Journal Entry #4 | Olimar’s Log |
| 15 | Secret Memo #8 | Other |
| 16 | Secret Memo #10 | Other |

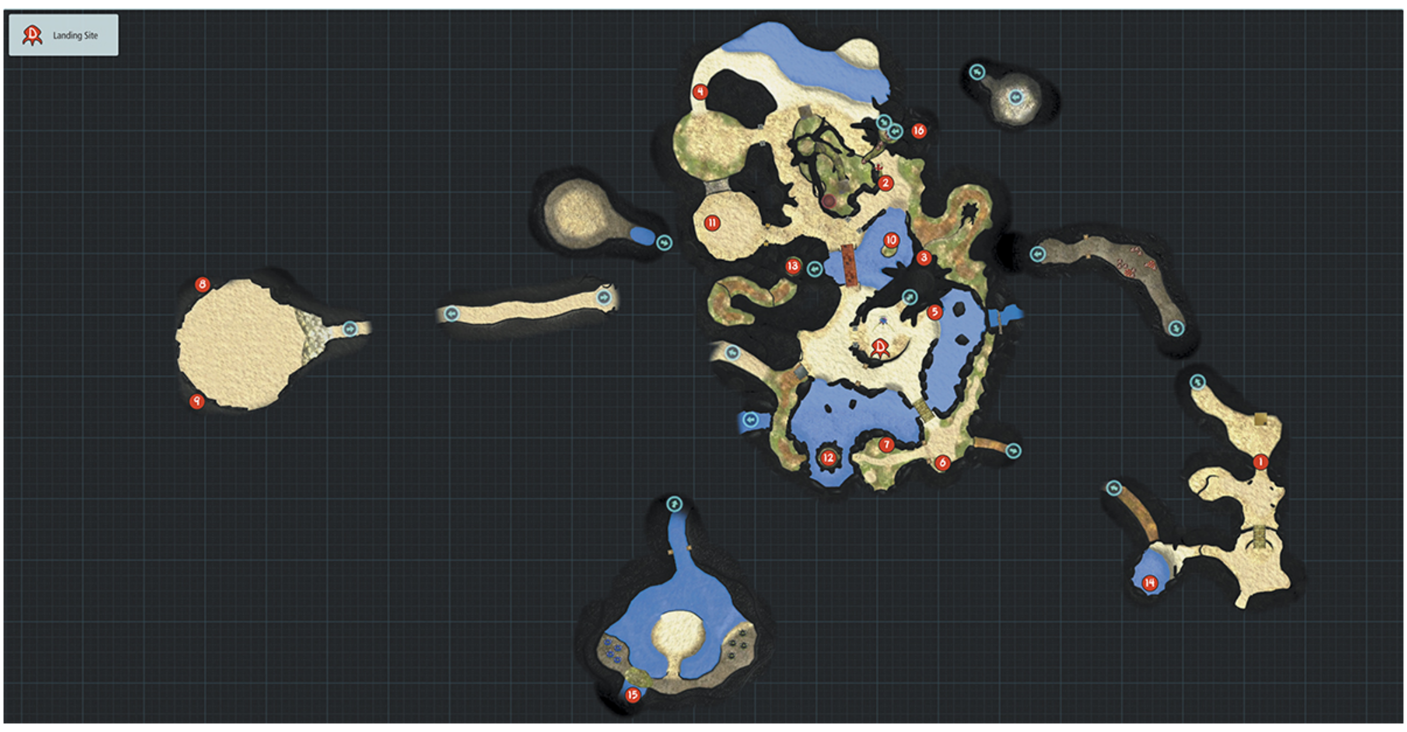
# Tropical Wilds



## Tropical Wilds Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Pikminology #4 | Pikmin Behavior |
| 2 | Pikminology #5 | Pikmin Behavior |
| 3 | Pikminology #14 | Pikmin Behavior |
| 4 | Red Pikmin #1 | Pikmin Behavior |
| 5 | Red Pikmin #2 | Pikmin Behavior |
| 6 | Rock Pikmin #1 | Pikmin Behavior |
| 7 | Rock Pikmin #2 | Pikmin Behavior |
| 8 | Rock Pikmin #3 | Pikmin Behavior |
| 9 | Blue Pikmin #1 | Pikmin Behavior |
| 10 | Blue Pikmin #2 | Pikmin Behavior |
| 11 | Throwing Leaders | Controls |
| 12 | Go Here! | Controls |
| 13 | Rescuing from Bubbles | Controls |
| 14 | Armored Mawdad #1 | Indigenous Life |
| 15 | Armored Mawdad #2 | Indigenous Life |
| 16 | Quaggled Mireclops #1 | Indigenous Life |
| 17 | Quaggled Mireclops #2 | Indigenous Life |
| 18 | Bulborb #1 | Indigenous Life |
| 19 | Bulborb #2 | Indigenous Life |
| 20 | Yellow Wollywog | Indigenous Life |
| 21 | Bug-Eyed Crawmad | Indigenous Life |
| 22 | Hiding | Indigenous Life |
| 23 | With Three of Us... | Area Hints |
| 24 | A Legacy of the Past | Area Hints |
| 25 | Journal Entry #1 | Olimar's Log |
| 26 | Journal Entry #2 | Olimar's Log |
| 27 | Journal Entry #3 | Olimar's Log |
| 28 | Secret Memo #4 | Other |
| 29 | Secret Memo #9 | Other |

# Tropical Wilds



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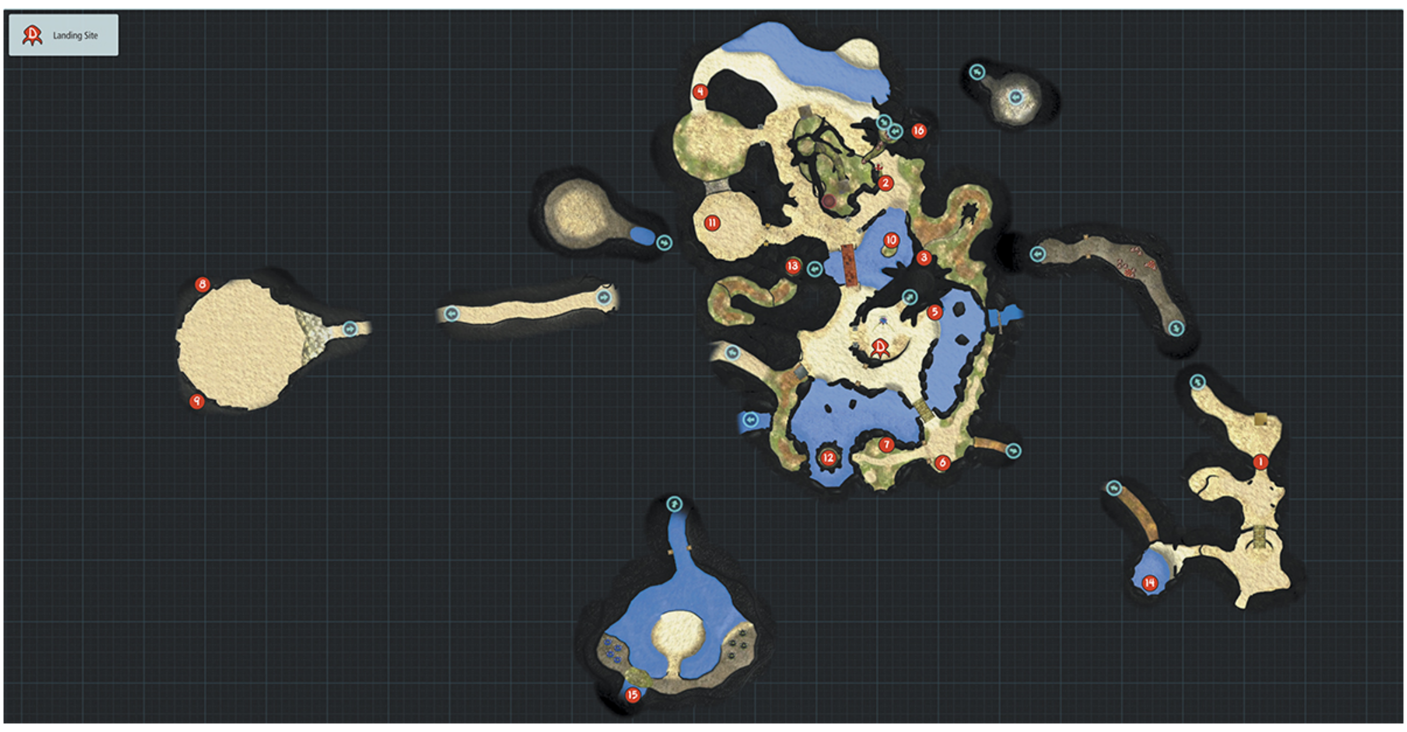
| Map Icon | Description | Category |
|---|---|---|
| ① | Pikminology #4 | Pikmin Behavior |
| ② | Pikminology #5 | Pikmin Behavior |
| ③ | Pikminology #14 | Pikmin Behavior |
| ④ | Red Pikmin #1 | Pikmin Behavior |
| ⑤ | Red Pikmin #2 | Pikmin Behavior |
| ⑥ | Rock Pikmin #1 | Pikmin Behavior |
| ⑦ | Rock Pikmin #2 | Pikmin Behavior |
| ⑧ | Rock Pikmin #3 | Pikmin Behavior |
| ⑨ | Blue Pikmin #1 | Pikmin Behavior |
| ⑩ | Blue Pikmin #2 | Pikmin Behavior |
| ⑪ | Throwing Leaders | Controls |
| ⑫ | Go Here! | Controls |
| ⑬ | Rescuing from Bubbles | Controls |
| ⑭ | Armored Mawdad #1 | Indigenous Life |
| ⑮ | Armored Mawdad #2 | Indigenous Life |
| ⑯ | Quaggled Mireclops #1 | Indigenous Life |
| ⑰ | Quaggled Mireclops #2 | Indigenous Life |
| ⑱ | Bulborb #1 | Indigenous Life |
| ⑲ | Bulborb #2 | Indigenous Life |
| ⑳ | Yellow Wollywog | Indigenous Life |
| ㉑ | Bug-Eyed Crawmad | Indigenous Life |
| ㉒ | Hiding | Indigenous Life |
| ㉓ | With Three of Us... | Area Hints |
| ㉔ | A Legacy of the Past | Area Hints |
| ㉕ | Journal Entry #1 | Olimar’s Log |
| ㉖ | Journal Entry #2 | Olimar’s Log |
| ㉗ | Journal Entry #3 | Olimar’s Log |
| ㉘ | Secret Memo #4 | Other |
| ㉙ | Secret Memo #9 | Other |

Tropical Wilds

# Tropical Wilds



## Tropical Wilds Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Pikminology #4 | Pikmin Behavior |
| 2 | Pikminology #5 | Pikmin Behavior |
| 3 | Pikminology #14 | Pikmin Behavior |
| 4 | Red Pikmin #1 | Pikmin Behavior |
| 5 | Red Pikmin #2 | Pikmin Behavior |
| 6 | Rock Pikmin #1 | Pikmin Behavior |
| 7 | Rock Pikmin #2 | Pikmin Behavior |
| 8 | Rock Pikmin #3 | Pikmin Behavior |
| 9 | Blue Pikmin #1 | Pikmin Behavior |
| 10 | Blue Pikmin #2 | Pikmin Behavior |
| 11 | Throwing Leaders | Controls |
| 12 | Go Here! | Controls |
| 13 | Rescuing from Bubbles | Controls |
| 14 | Armored Mawdad #1 | Indigenous Life |
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| 16 | Quaggled Mireclops #1 | Indigenous Life |
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| 19 | Bulborb #2 | Indigenous Life |
| 20 | Yellow Wollywog | Indigenous Life |
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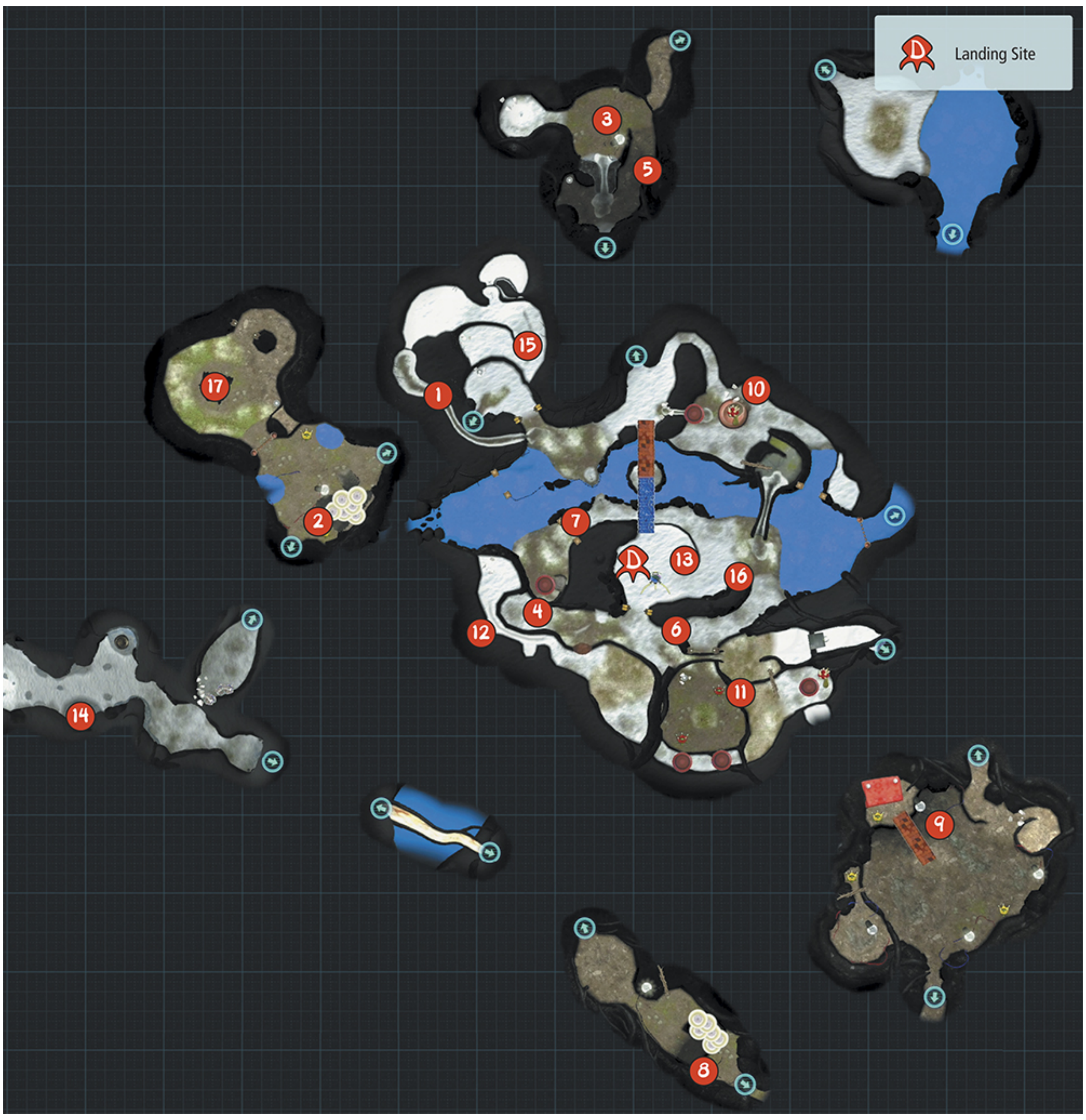
| 25 | Journal Entry #1 | Olimar's Log |
| 26 | Journal Entry #2 | Olimar's Log |
| 27 | Journal Entry #3 | Olimar's Log |
| 28 | Secret Memo #4 | Other |
| 29 | Secret Memo #9 | Other |

Distant Tundra

# Distant Tundra

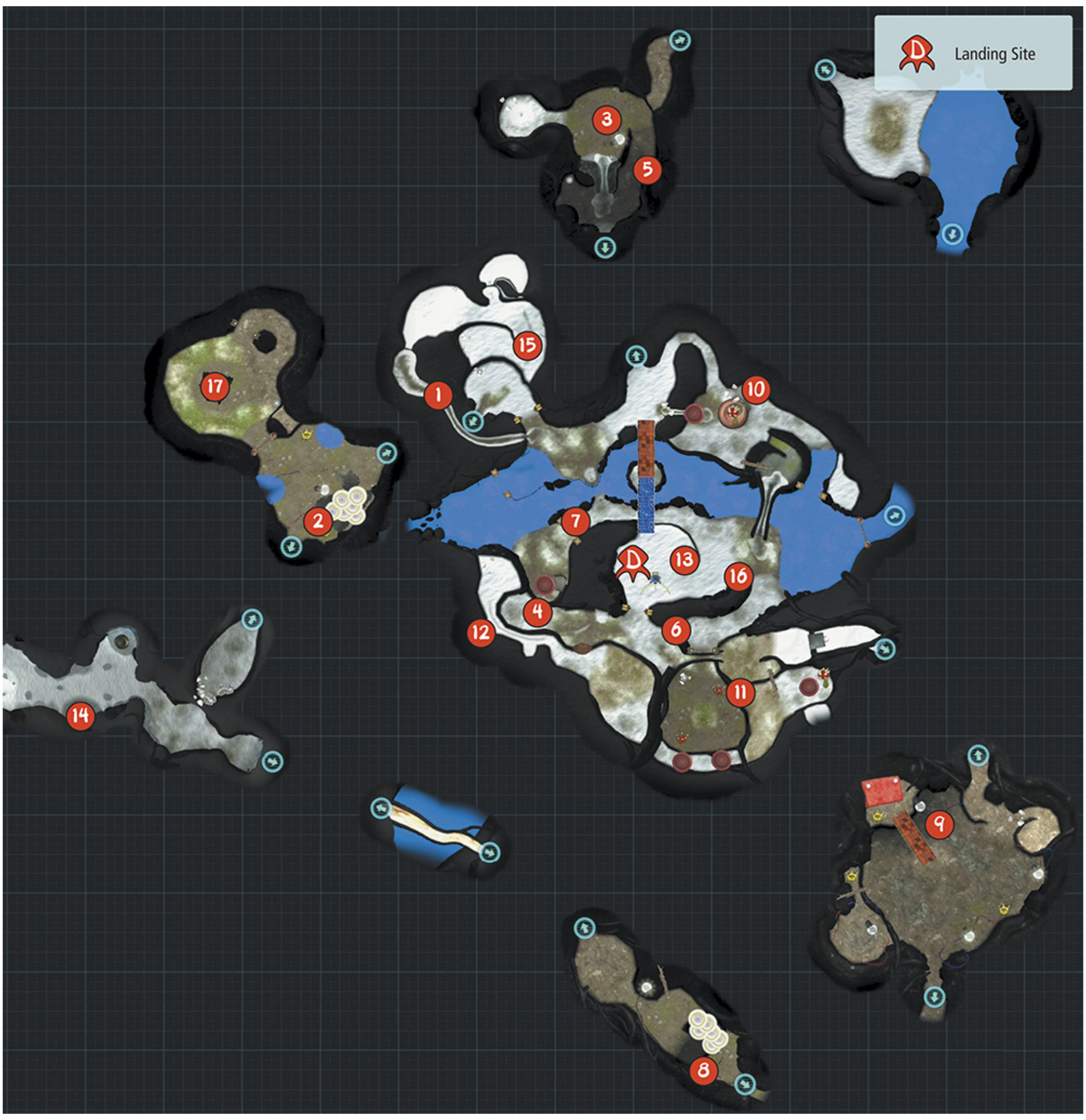


## Distant Tundra Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Pikminology #6 | Pikmin Behavior |
| 2 | Pikminology #12 | Pikmin Behavior |
| 3 | Yellow Pikmin #1 | Pikmin Behavior |
| 4 | Yellow Pikmin #2 | Pikmin Behavior |
| 5 | Yellow Pikmin #3 | Pikmin Behavior |
| 6 | Yellow Pikmin #4 | Pikmin Behavior |
| 7 | Charging! | Controls |
| 8 | Vehemoth Phosbat #1 | Indigenous Life |
| 9 | Vehemoth Phosbat #2 | Indigenous Life |
| 10 | Joustmite | Indigenous Life |
| 11 | Swooping Snitchbug | Indigenous Life |
| 12 | Bearded Amprat | Indigenous Life |
| 13 | Pellet Posy | Indigenous Life |
| 14 | To the Survivors | Area Hints |
| 15 | Parting Gift | Area Hints |
| 16 | Secret Memo #2 | Other |
| 17 | Secret Memo #6 | Other |

Distant Tundra

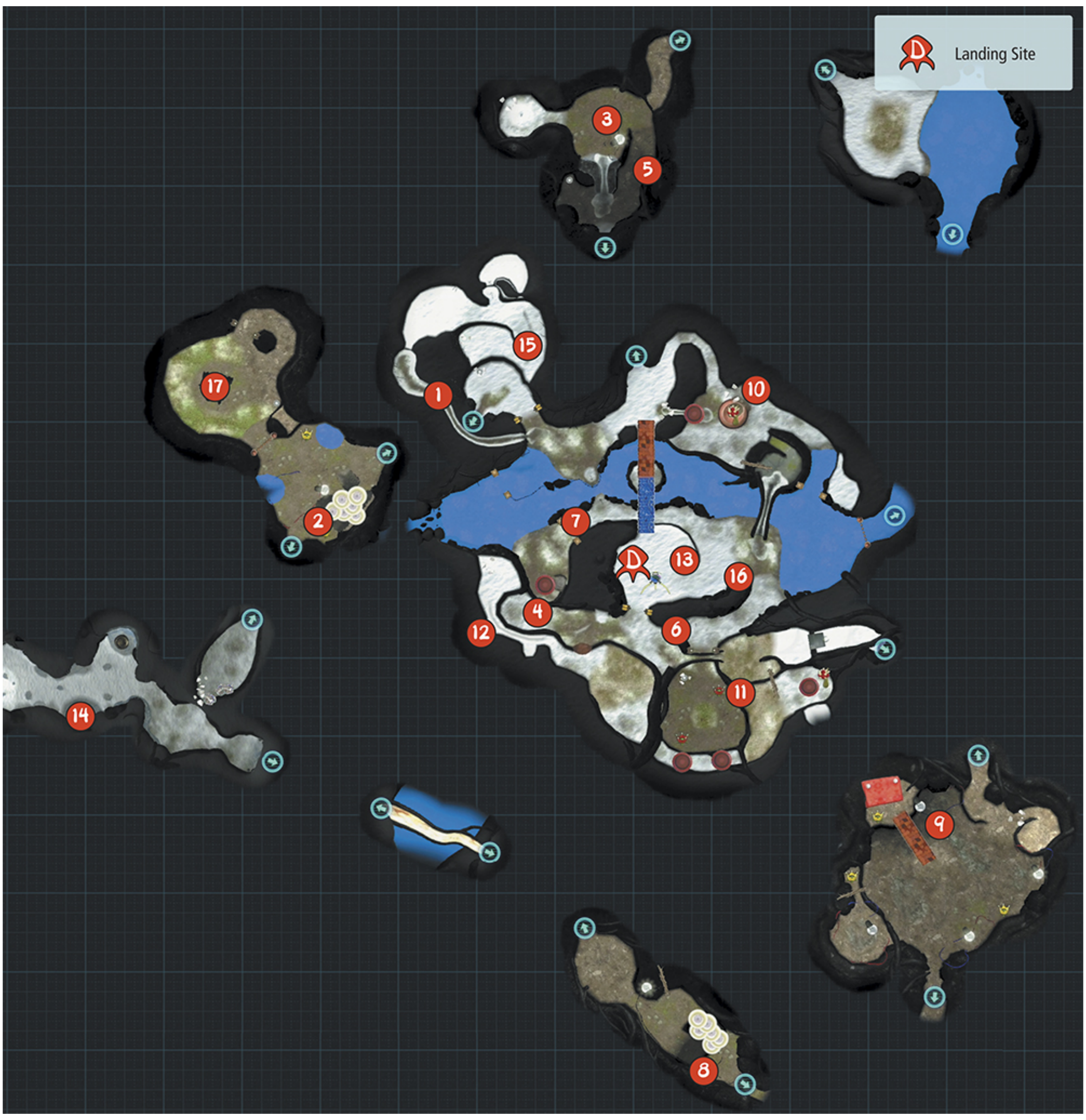
# Distant Tundra



## Distant Tundra Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Pikminology #6 | Pikmin Behavior |
| 2 | Pikminology #12 | Pikmin Behavior |
| 3 | Yellow Pikmin #1 | Pikmin Behavior |
| 4 | Yellow Pikmin #2 | Pikmin Behavior |
| 5 | Yellow Pikmin #3 | Pikmin Behavior |
| 6 | Yellow Pikmin #4 | Pikmin Behavior |
| 7 | Charging! | Controls |
| 8 | Vehemoth Phosbat #1 | Indigenous Life |
| 9 | Vehemoth Phosbat #2 | Indigenous Life |
| 10 | Joustmite | Indigenous Life |
| 11 | Swooping Snitchbug | Indigenous Life |
| 12 | Bearded Amprat | Indigenous Life |
| 13 | Pellet Posy | Indigenous Life |
| 14 | To the Survivors | Area Hints |
| 15 | Parting Gift | Area Hints |
| 16 | Secret Memo #2 | Other |
| 17 | Secret Memo #6 | Other |

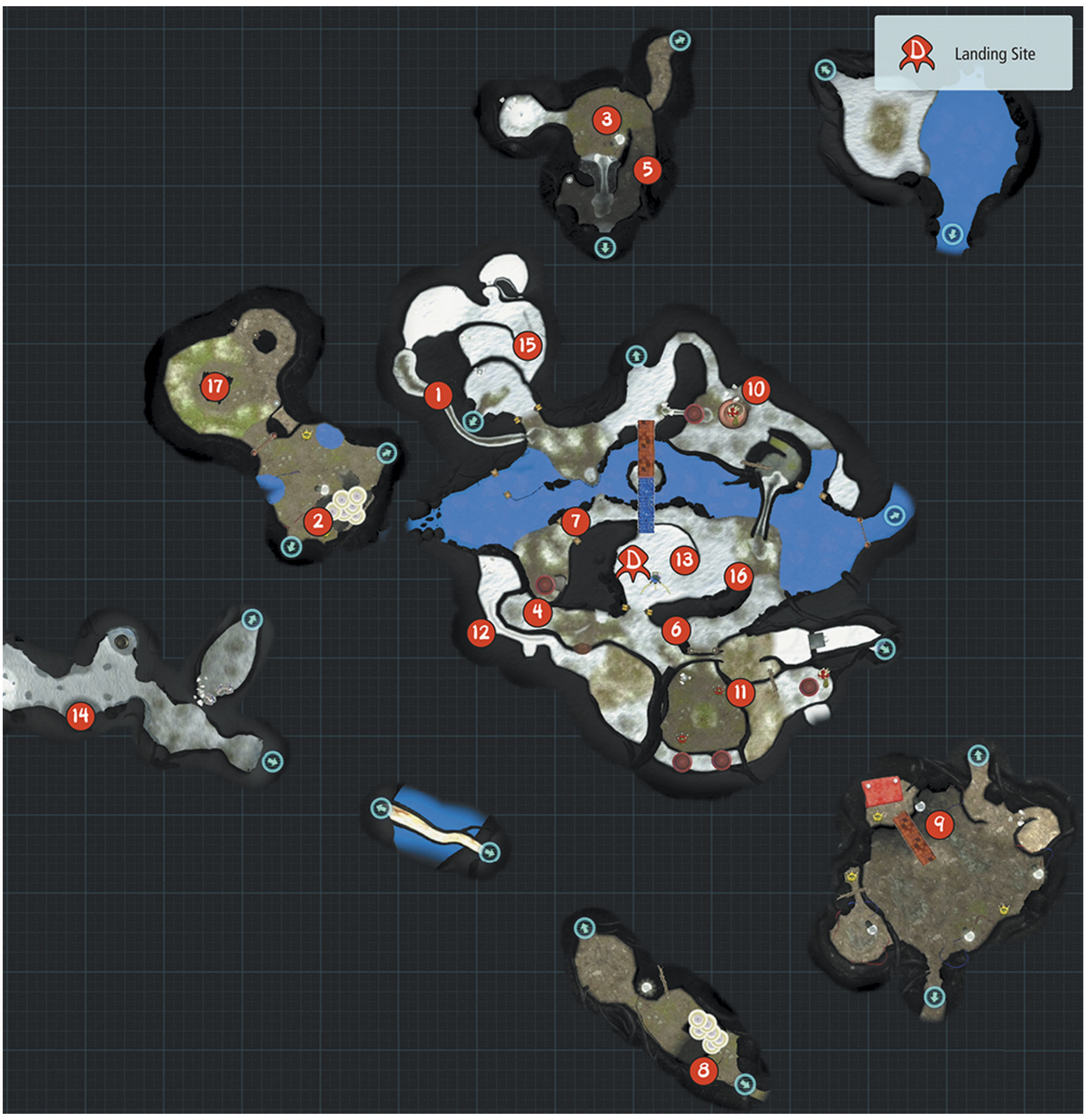
# Distant Tundra



## Distant Tundra Data Files

| Map Icon | Description | Category |
|---|---|---|
| ① | Pikminology #6 | Pikmin Behavior |
| ② | Pikminology #12 | Pikmin Behavior |
| ③ | Yellow Pikmin #1 | Pikmin Behavior |
| ④ | Yellow Pikmin #2 | Pikmin Behavior |
| ⑤ | Yellow Pikmin #3 | Pikmin Behavior |
| ⑥ | Yellow Pikmin #4 | Pikmin Behavior |
| ⑦ | Charging! | Controls |
| ⑧ | Vehemoth Phosbat #1 | Indigenous Life |
| ⑨ | Vehemoth Phosbat #2 | Indigenous Life |
| ⑩ | Joustmite | Indigenous Life |
| ⑪ | Swooping Snitchbug | Indigenous Life |
| ⑫ | Bearded Amprat | Indigenous Life |
| ⑬ | Pellet Posy | Indigenous Life |
| ⑭ | To the Survivors | Area Hints |
| ⑮ | Parting Gift | Area Hints |
| ⑯ | Secret Memo #2 | Other |
| ⑰ | Secret Memo #6 | Other |

# Distant Tundra



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| Map Icon | Description | Category |
|---|---|---|
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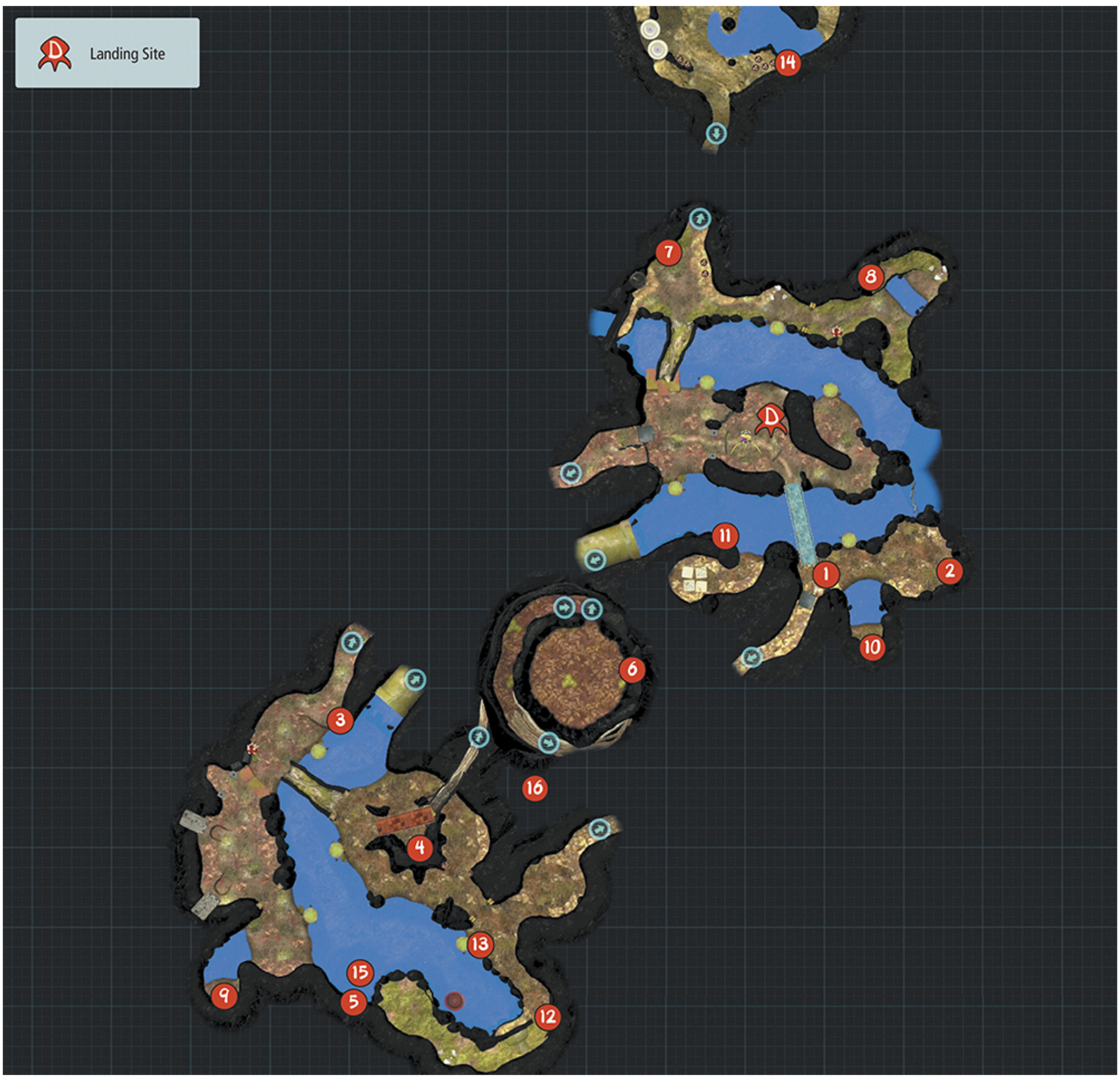
| 5 | Yellow Pikmin #3 | Pikmin Behavior |
| 6 | Yellow Pikmin #4 | Pikmin Behavior |
| 7 | Charging! | Controls |
| 8 | Vehemoth Phosbat #1 | Indigenous Life |
| 9 | Vehemoth Phosbat #2 | Indigenous Life |
| 10 | Joustmite | Indigenous Life |
| 11 | Swooping Snitchbug | Indigenous Life |
| 12 | Bearded Amprat | Indigenous Life |
| 13 | Pellet Posy | Indigenous Life |
| 14 | To the Survivors | Area Hints |
| 15 | Parting Gift | Area Hints |
| 16 | Secret Memo #2 | Other |
| 17 | Secret Memo #6 | Other |

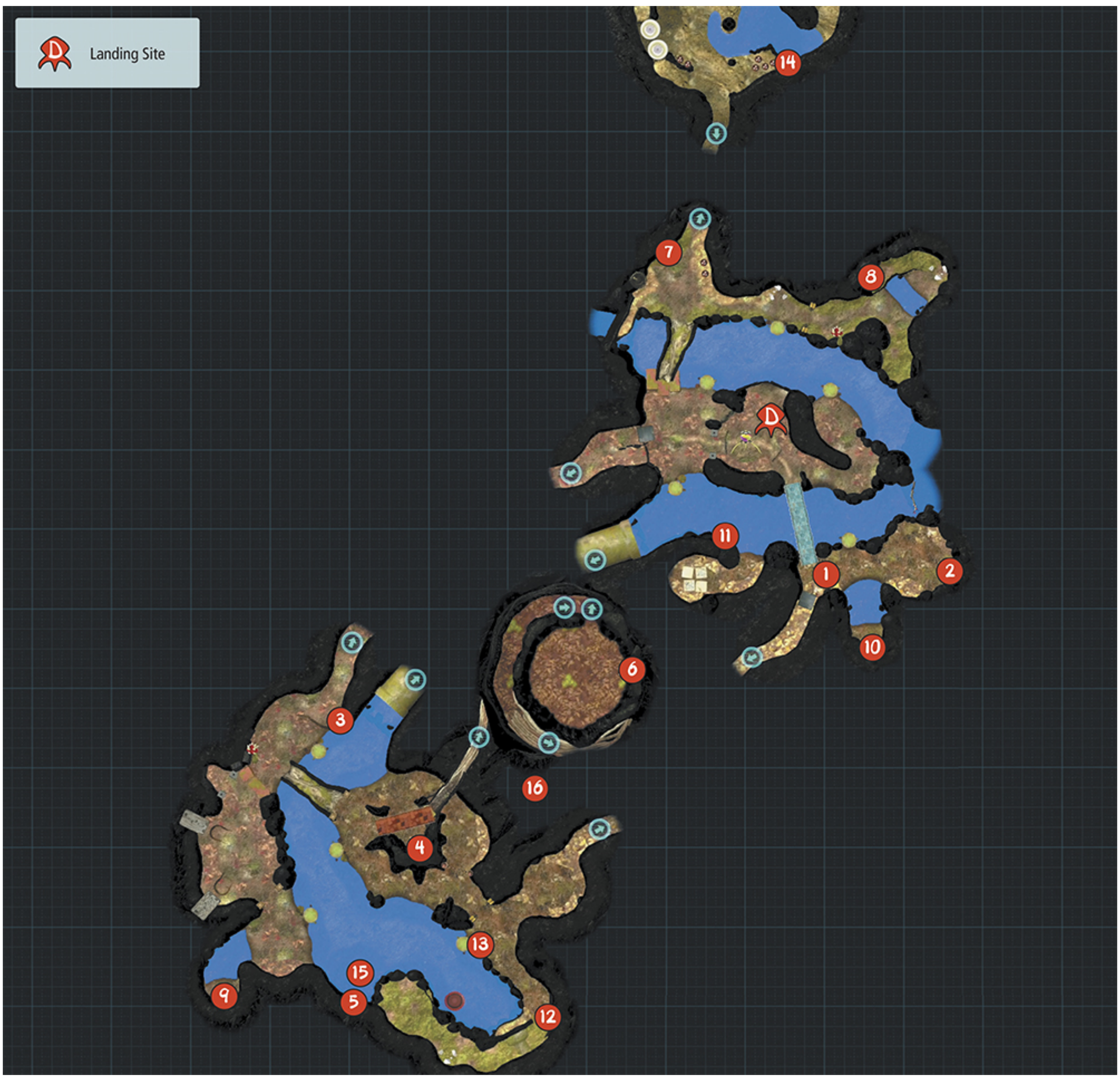
# Twilight River



## Twilight River Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Winged Pikmin #1 | Pikmin Behavior |
| 2 | Winged Pikmin #2 | Pikmin Behavior |
| 3 | Winged Pikmin #3 | Pikmin Behavior |
| 4 | Winged Pikmin #4 | Pikmin Behavior |
| 5 | Scornet | Indigenous Life |
| 6 | Scornet Maestro | Indigenous Life |
| 7 | Dwarf Bulborb | Indigenous Life |
| 8 | Desiccated Skitter Leaf | Indigenous Life |
| 9 | Toady Bloyster | Indigenous Life |
| 10 | Arachnode | Indigenous Life |
| 11 | Burrowing Snagret | Indigenous Life |
| 12 | To Future Visitors | Area Hints |
| 13 | Great Partner | Area Hints |
| 14 | Journal Entry #6 | Olimar’s Log |
| 15 | Secret Memo #1 | Other |
| 16 | Secret Memo #7 | Other |

# Twilight River

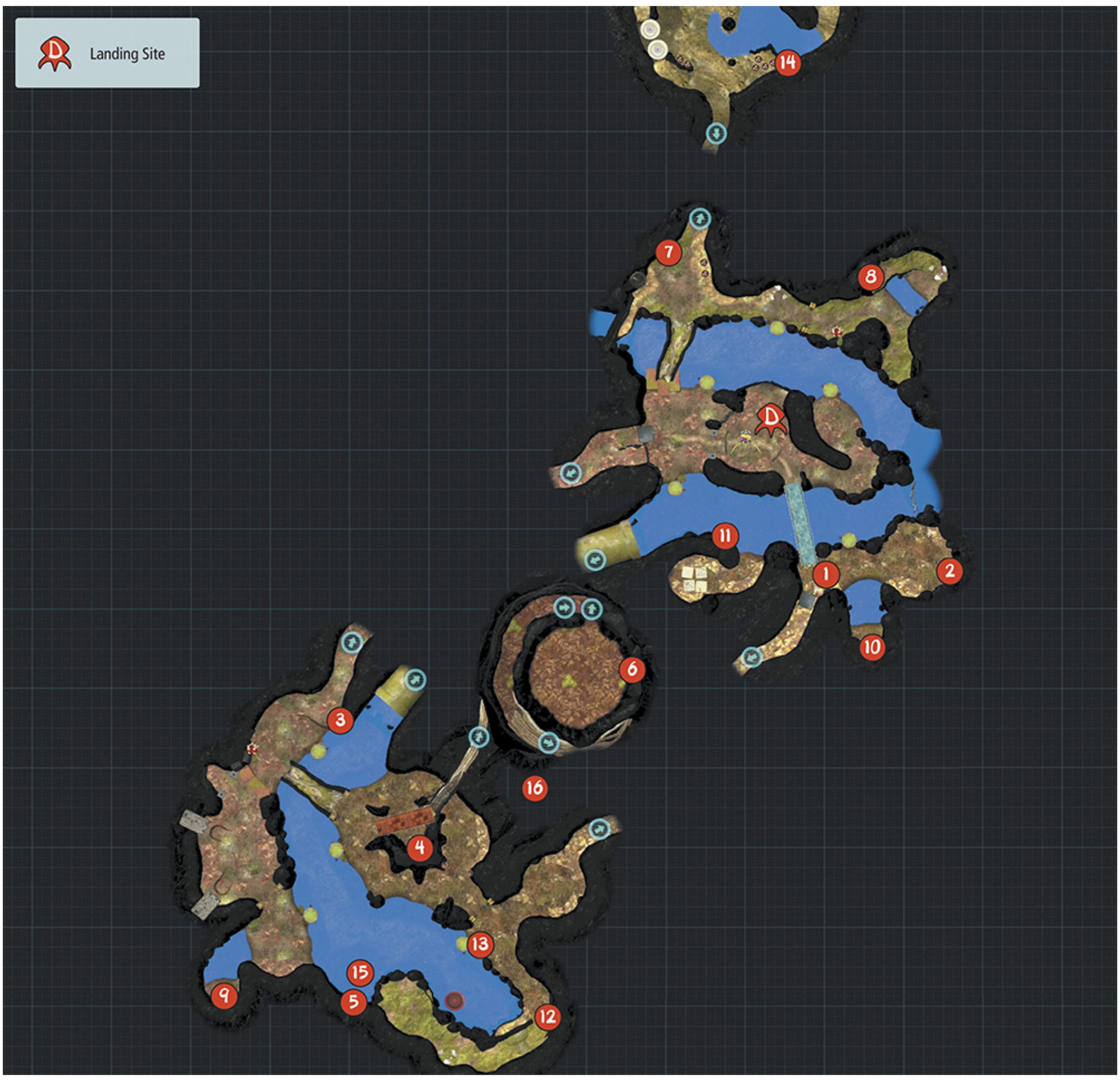


## Twilight River Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Winged Pikmin #1 | Pikmin Behavior |
| 2 | Winged Pikmin #2 | Pikmin Behavior |
| 3 | Winged Pikmin #3 | Pikmin Behavior |
| 4 | Winged Pikmin #4 | Pikmin Behavior |
| 5 | Scornet | Indigenous Life |
| 6 | Scornet Maestro | Indigenous Life |
| 7 | Dwarf Bulborb | Indigenous Life |
| 8 | Desiccated Skitter Leaf | Indigenous Life |
| 9 | Toady Bloyster | Indigenous Life |
| 10 | Arachnode | Indigenous Life |
| 11 | Burrowing Snagret | Indigenous Life |
| 12 | To Future Visitors | Area Hints |
| 13 | Great Partner | Area Hints |
| 14 | Journal Entry #6 | Olimar's Log |
| 15 | Secret Memo #1 | Other |
| 16 | Secret Memo #7 | Other |

Twilight River

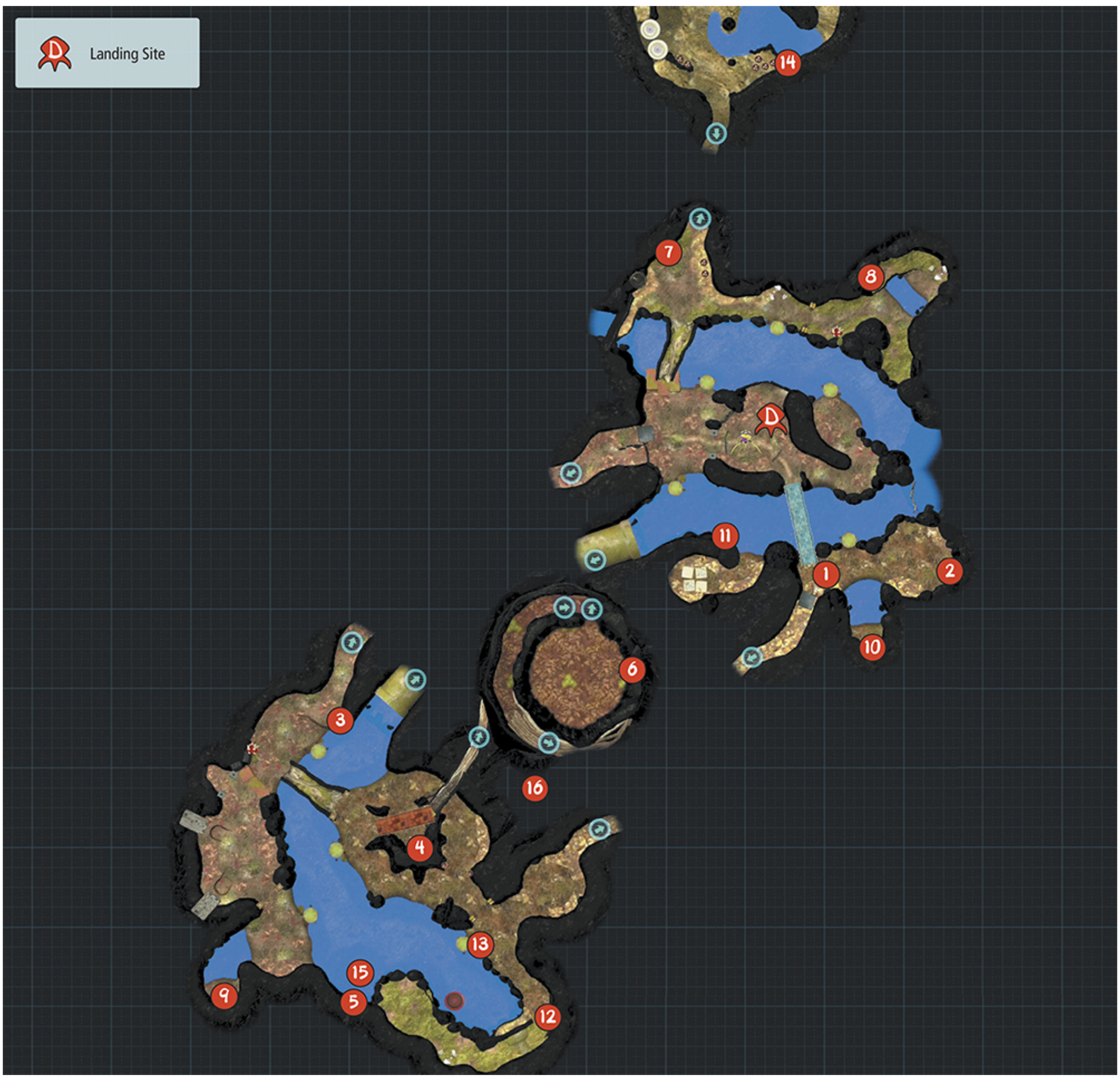
# Twilight River



## Twilight River Data Files

| Map Icon | Description | Category |
|---|---|---|
| ① | Winged Pikmin #1 | Pikmin Behavior |
| ② | Winged Pikmin #2 | Pikmin Behavior |
| ③ | Winged Pikmin #3 | Pikmin Behavior |
| ④ | Winged Pikmin #4 | Pikmin Behavior |
| ⑤ | Scornet | Indigenous Life |
| ⑥ | Scornet Maestro | Indigenous Life |
| ⑦ | Dwarf Bulborb | Indigenous Life |
| ⑧ | Desiccated Skitter Leaf | Indigenous Life |
| ⑨ | Toady Bloyster | Indigenous Life |
| ⑩ | Arachnode | Indigenous Life |
| ⑪ | Burrowing Snagret | Indigenous Life |
| ⑫ | To Future Visitors | Area Hints |
| ⑬ | Great Partner | Area Hints |
| ⑭ | Journal Entry #6 | Olimar’s Log |
| ⑮ | Secret Memo #1 | Other |
| ⑯ | Secret Memo #7 | Other |

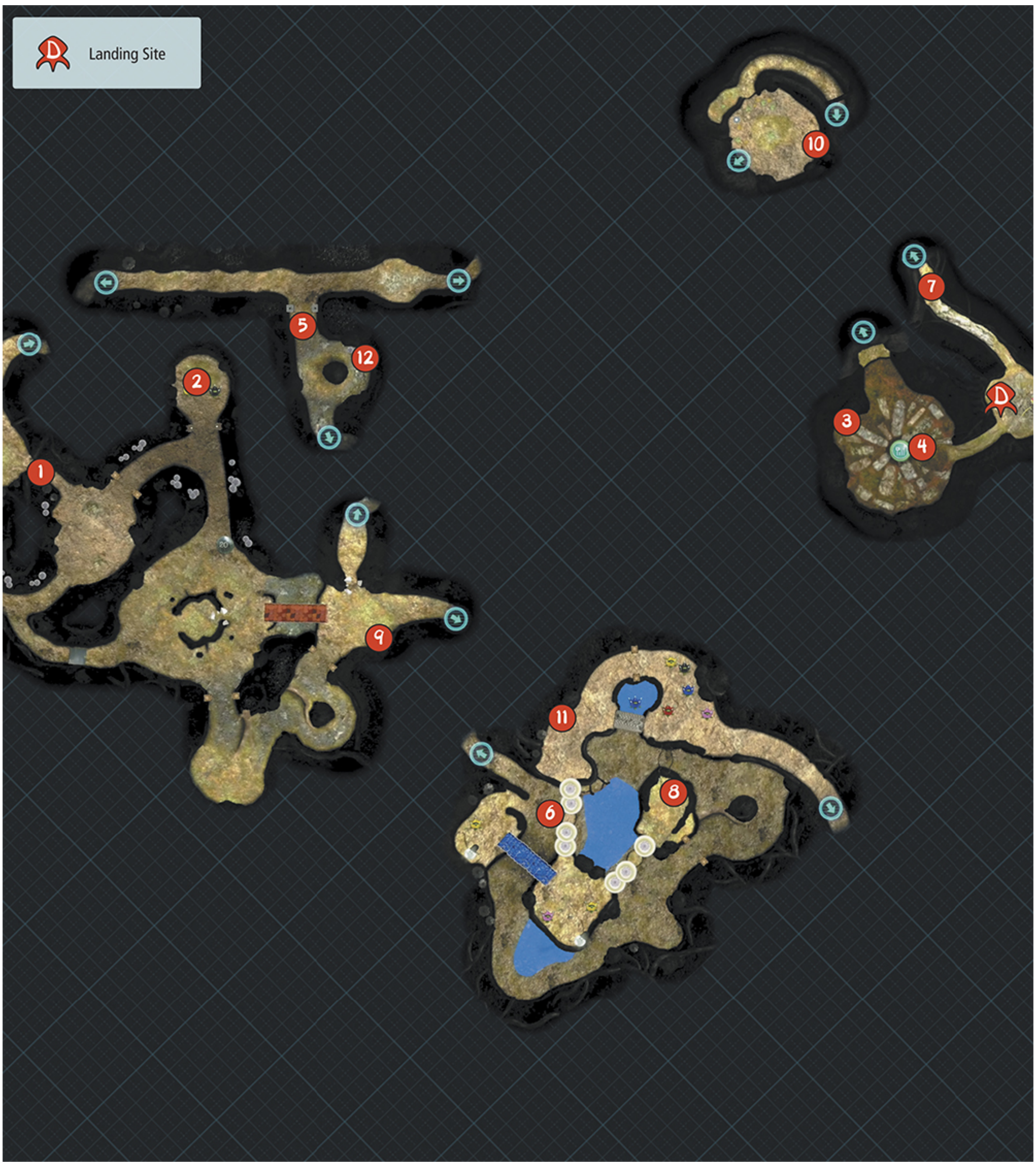
# Twilight River



## Twilight River Data Files

| Map Icon | Description | Category |
|---|---|---|
| 1 | Winged Pikmin #1 | Pikmin Behavior |
| 2 | Winged Pikmin #2 | Pikmin Behavior |
| 3 | Winged Pikmin #3 | Pikmin Behavior |
| 4 | Winged Pikmin #4 | Pikmin Behavior |
| 5 | Scornet | Indigenous Life |
| 6 | Scornet Maestro | Indigenous Life |
| 7 | Dwarf Bulborb | Indigenous Life |
| 8 | Desiccated Skitter Leaf | Indigenous Life |
| 9 | Toady Bloyster | Indigenous Life |
| 10 | Arachnode | Indigenous Life |
| 11 | Burrowing Snagret | Indigenous Life |
| 12 | To Future Visitors | Area Hints |
| 13 | Great Partner | Area Hints |
| 14 | Journal Entry #6 | Olimar's Log |
| 15 | Secret Memo #1 | Other |
| 16 | Secret Memo #7 | Other |

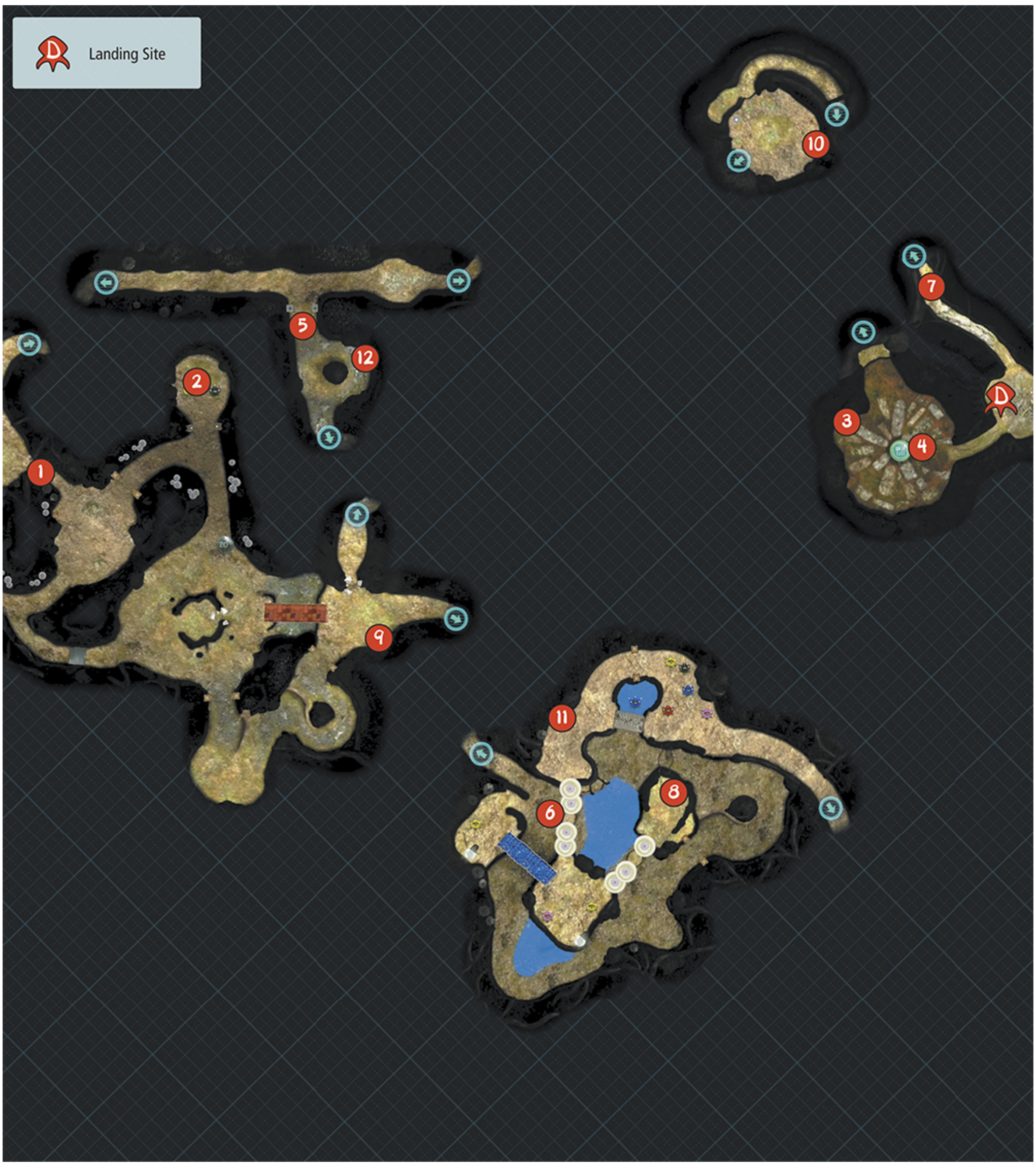
# Formidable Oak



## Formidable Oak Data Files

| Map Icon | Description | Category |
|---|---|---|
| ① | Mysterious Life-Form #1 | Indigenous Life |
| ② | Mysterious Life-Form #2 | Indigenous Life |
| ③ | Plasm Wraith #1 | Indigenous Life |
| ④ | Plasm Wraith #2 | Indigenous Life |
| ⑤ | Shortcut | Area Hints |
| ⑥ | Closed Path | Area Hints |
| ⑦ | Journal Entry #7 | Olimar's Log |
| ⑧ | Journal Entry #8 | Olimar's Log |
| ⑨ | Journal Entry #9 | Olimar's Log |
| ⑩ | Journal Entry #10 | Olimar's Log |
| ⑪ | Secret Memo #3 | Other |
| ⑫ | Secret Memo #5 | Other |

# Formidable Oak

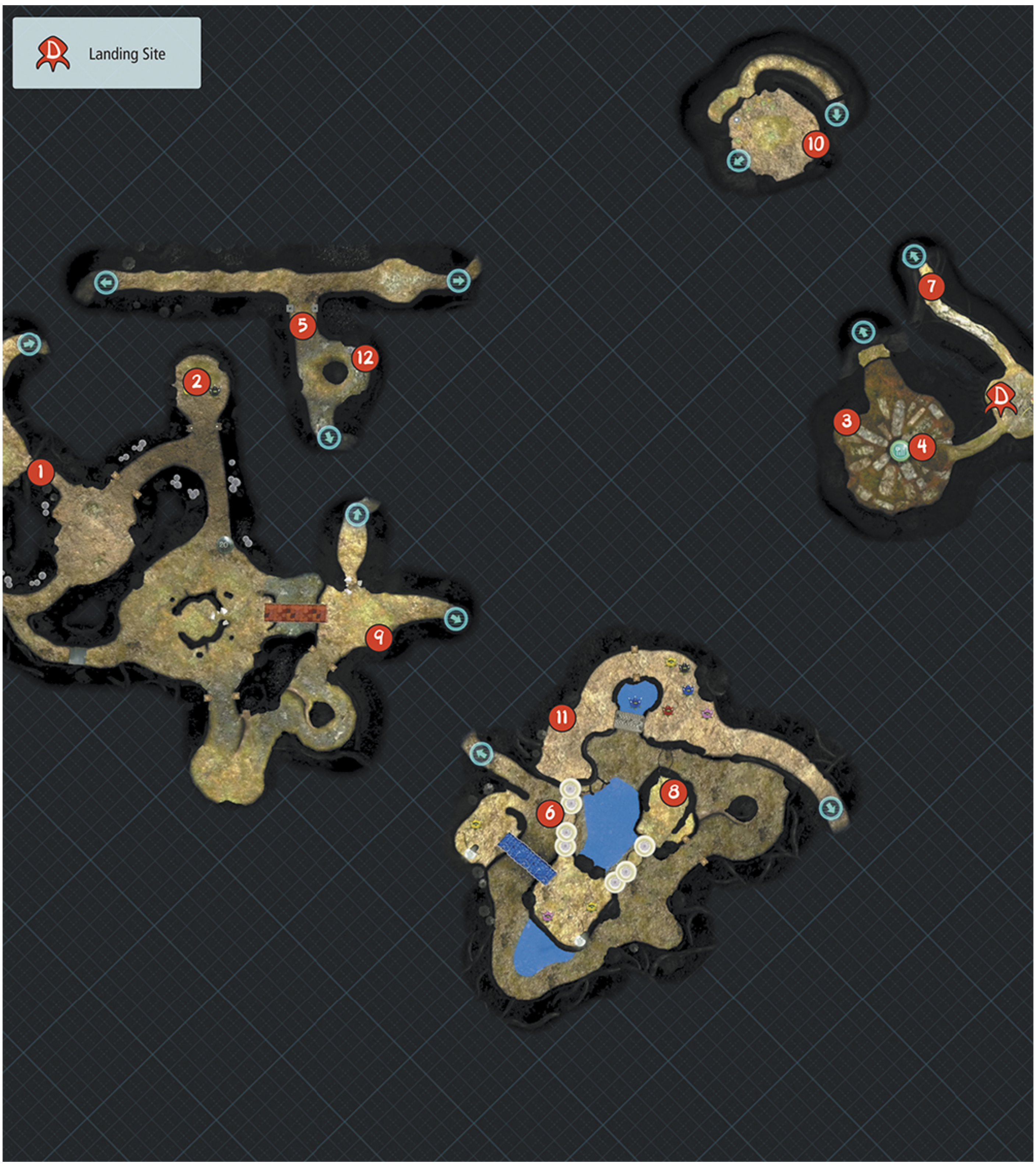


## Formidable Oak Data Files

| Map Icon | Description | Category |
|---|---|---|
| ① | Mysterious Life-Form #1 | Indigenous Life |
| ② | Mysterious Life-Form #2 | Indigenous Life |
| ③ | Plasm Wraith #1 | Indigenous Life |
| ④ | Plasm Wraith #2 | Indigenous Life |
| ⑤ | Shortcut | Area Hints |
| ⑥ | Closed Path | Area Hints |
| ⑦ | Journal Entry #7 | Olimar's Log |
| ⑧ | Journal Entry #8 | Olimar's Log |
| ⑨ | Journal Entry #9 | Olimar's Log |
| ⑩ | Journal Entry #10 | Olimar's Log |
| ⑪ | Secret Memo #3 | Other |
| ⑫ | Secret Memo #5 | Other |

Formidable Oak

# Formidable Oak



## Formidable Oak Data Files

| Map Icon | Description | Category |
|---|---|---|
| ① | Mysterious Life-Form #1 | Indigenous Life |
| ② | Mysterious Life-Form #2 | Indigenous Life |
| ③ | Plasm Wraith #1 | Indigenous Life |
| ④ | Plasm Wraith #2 | Indigenous Life |
| ⑤ | Shortcut | Area Hints |
| ⑥ | Closed Path | Area Hints |
| ⑦ | Journal Entry #7 | Olimar's Log |
| ⑧ | Journal Entry #8 | Olimar's Log |
| ⑨ | Journal Entry #9 | Olimar's Log |
| ⑩ | Journal Entry #10 | Olimar's Log |
| ⑪ | Secret Memo #3 | Other |
| ⑫ | Secret Memo #5 | Other |

Formidable Oak

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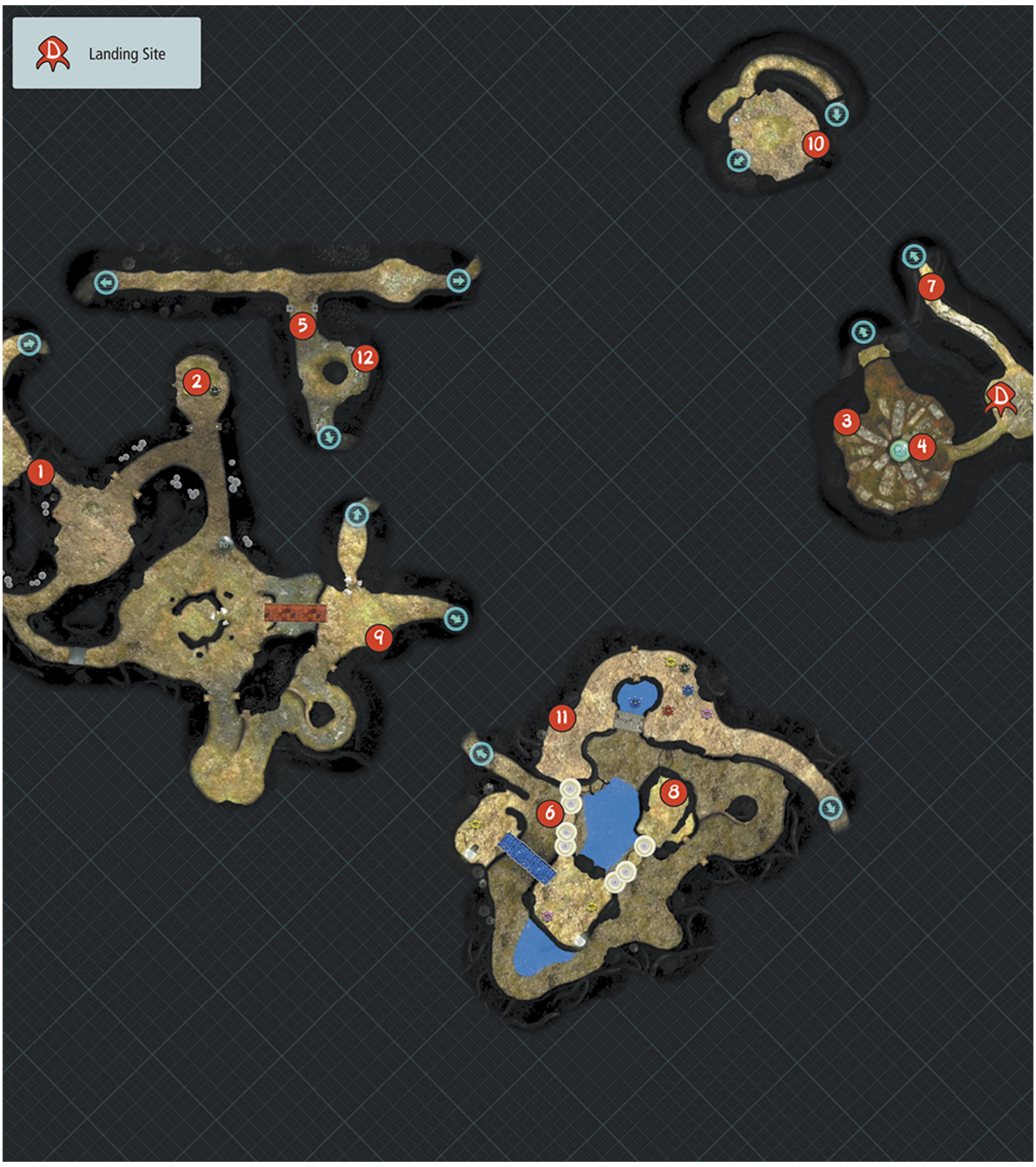

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| Map Icon | Description | Category |
|---|---|---|
| ① | Mysterious Life-Form #1 | Indigenous Life |
| ② | Mysterious Life-Form #2 | Indigenous Life |
| ③ | Plasm Wraith #1 | Indigenous Life |
| ④ | Plasm Wraith #2 | Indigenous Life |
| ⑤ | Shortcut | Area Hints |
| ⑥ | Closed Path | Area Hints |
| ⑦ | Journal Entry #7 | Olimar's Log |
| ⑧ | Journal Entry #8 | Olimar's Log |
| ⑨ | Journal Entry #9 | Olimar's Log |
| ⑩ | Journal Entry #10 | Olimar's Log |
| ⑪ | Secret Memo #3 | Other |
| ⑫ | Secret Memo #5 | Other |

Characters

# Allies

## Crew Members

Each crew member has a unique personality, but they all share the same abilities when leading Pikmin in the field.

### Alph

As the ship's engineer, Alph is responsible for maintaining equipment and scanning the planet for items of interest.

### Brittany

Brittany is the crew's botanist. In addition to her scientific duties, she's responsible for monitoring and distributing the crew's juice supply.

### Captain Charlie

As the crew's leader, Captain Charlie makes up for his lack of technical or scientific knowledge with an abundance of confidence and bravado.

## Pikmin

All Pikmin share a set of basic skills. As you explore an area, you'll use Pikmin to battle enemies, destroy obstacles, and transport objects. Most Pikmin are vulnerable to common hazards like fire, water, electricity, and crushing damage. Understanding the unique strengths and weaknesses of each Pikmin type is the key to overcoming the game's many challenges.

### Red Pikmin

Unique Strengths:

- High attack power
- Immune to fire

Unique Weaknesses:

- None

### Yellow Pikmin

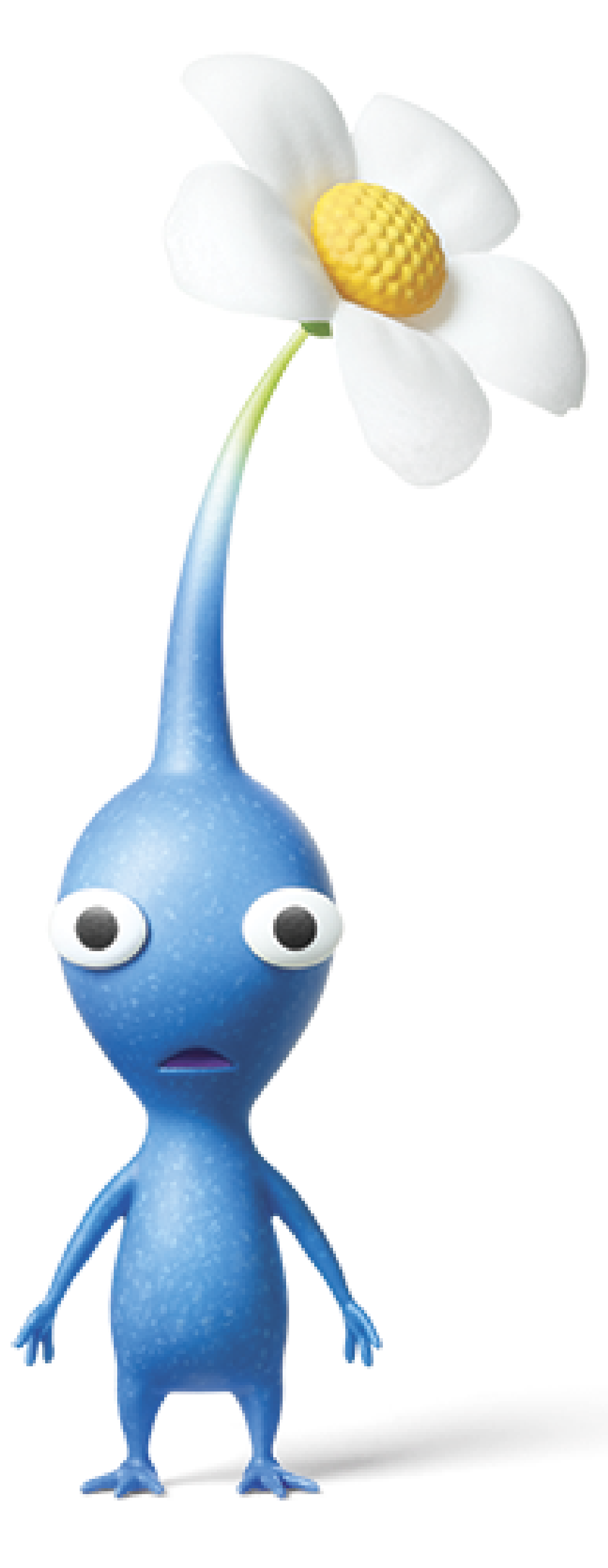
Unique Strengths:

- Immune to electricity
- Can connect Electrodes
- Can be thrown higher than other Pikmin
- Increased digging speed

Unique Weaknesses:

- None

### Blue Pikmin



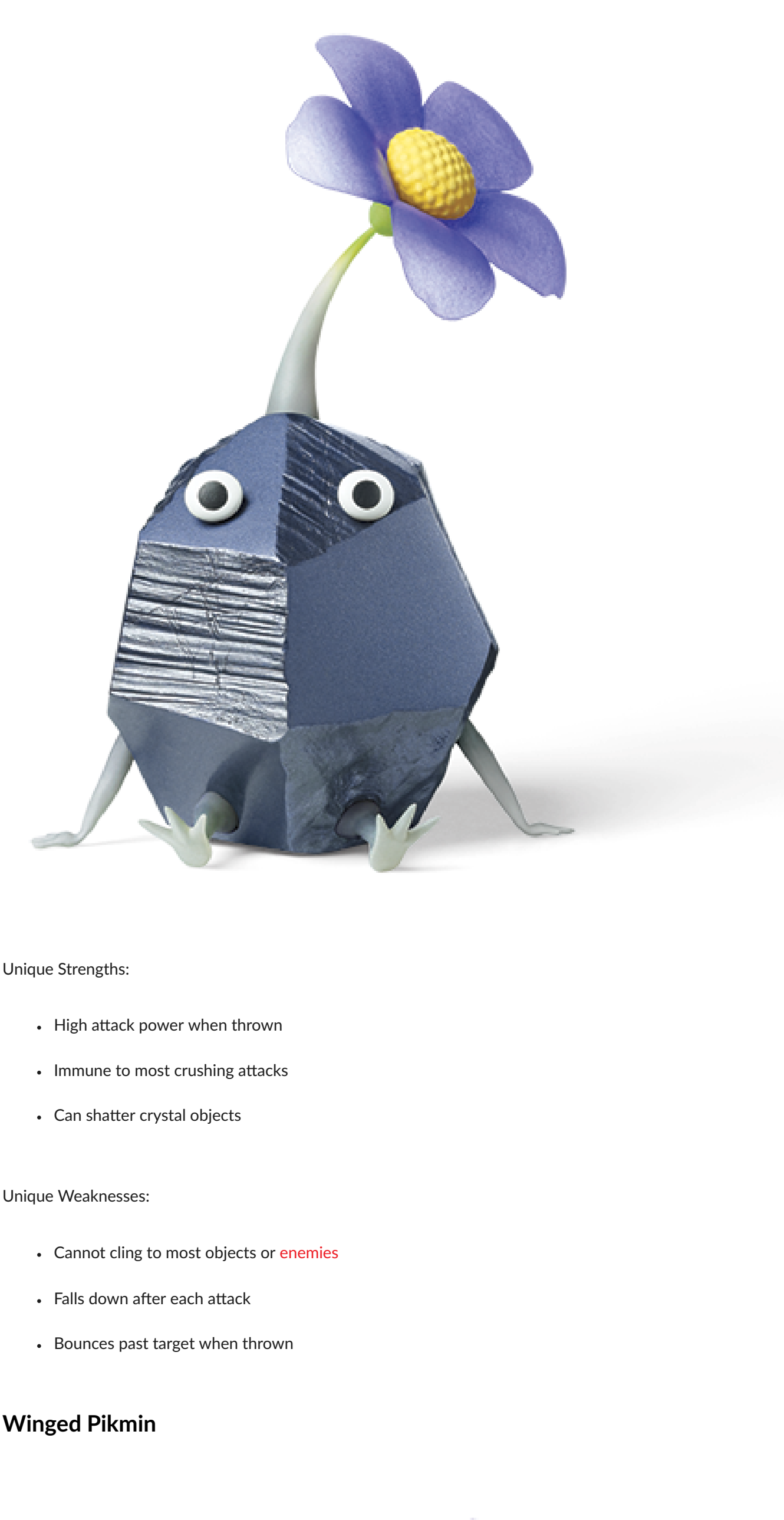
Unique Strengths:

- Immune to water

Unique Weaknesses:

- None

### Rock Pikmin



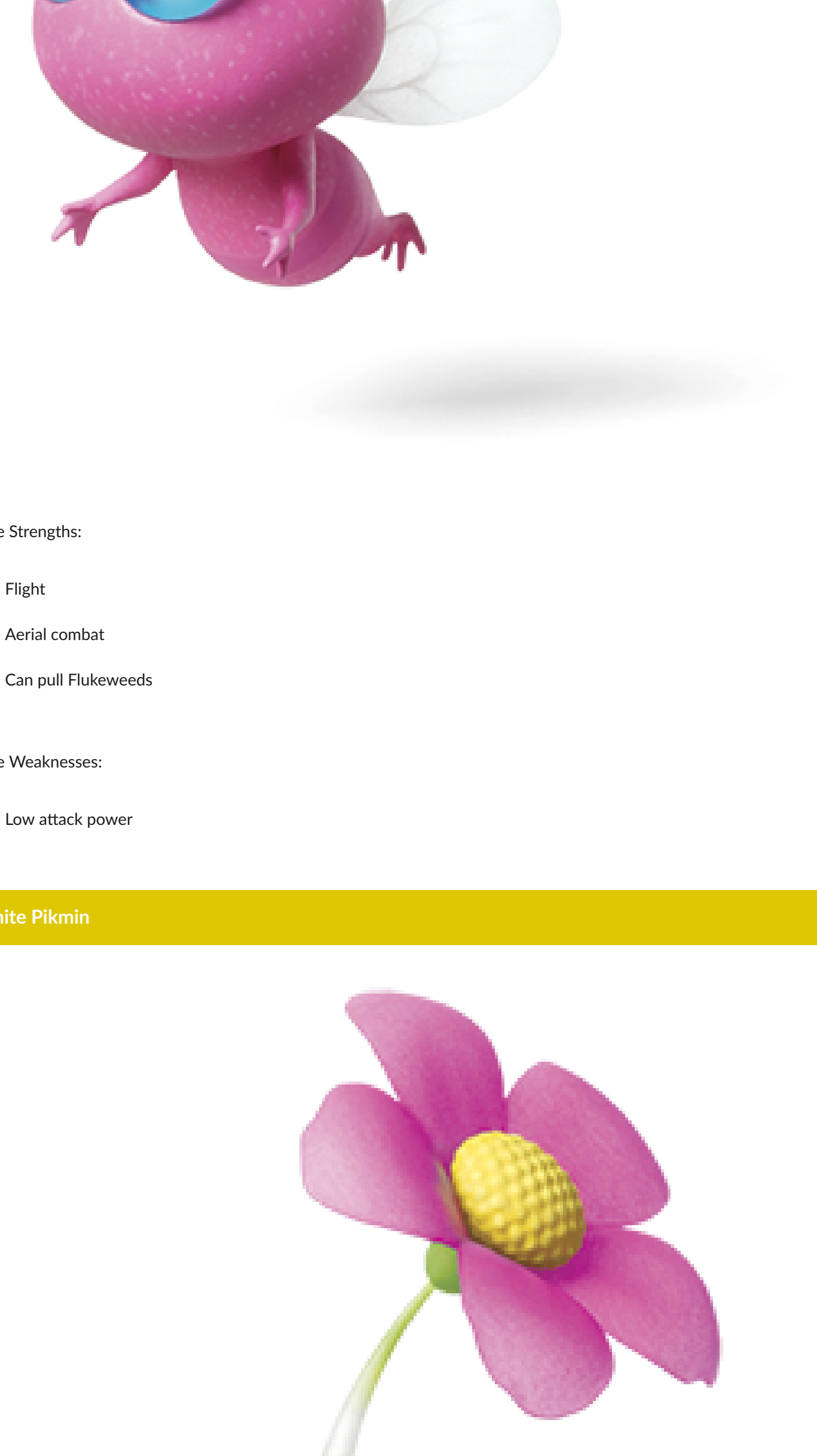
Unique Strengths:

- High attack power when thrown
- Immune to most crushing attacks
- Can shatter crystal objects

Unique Weaknesses:

- Cannot cling to most objects or enemies
- Falls down after each attack
- Bounces past target when thrown

### Winged Pikmin



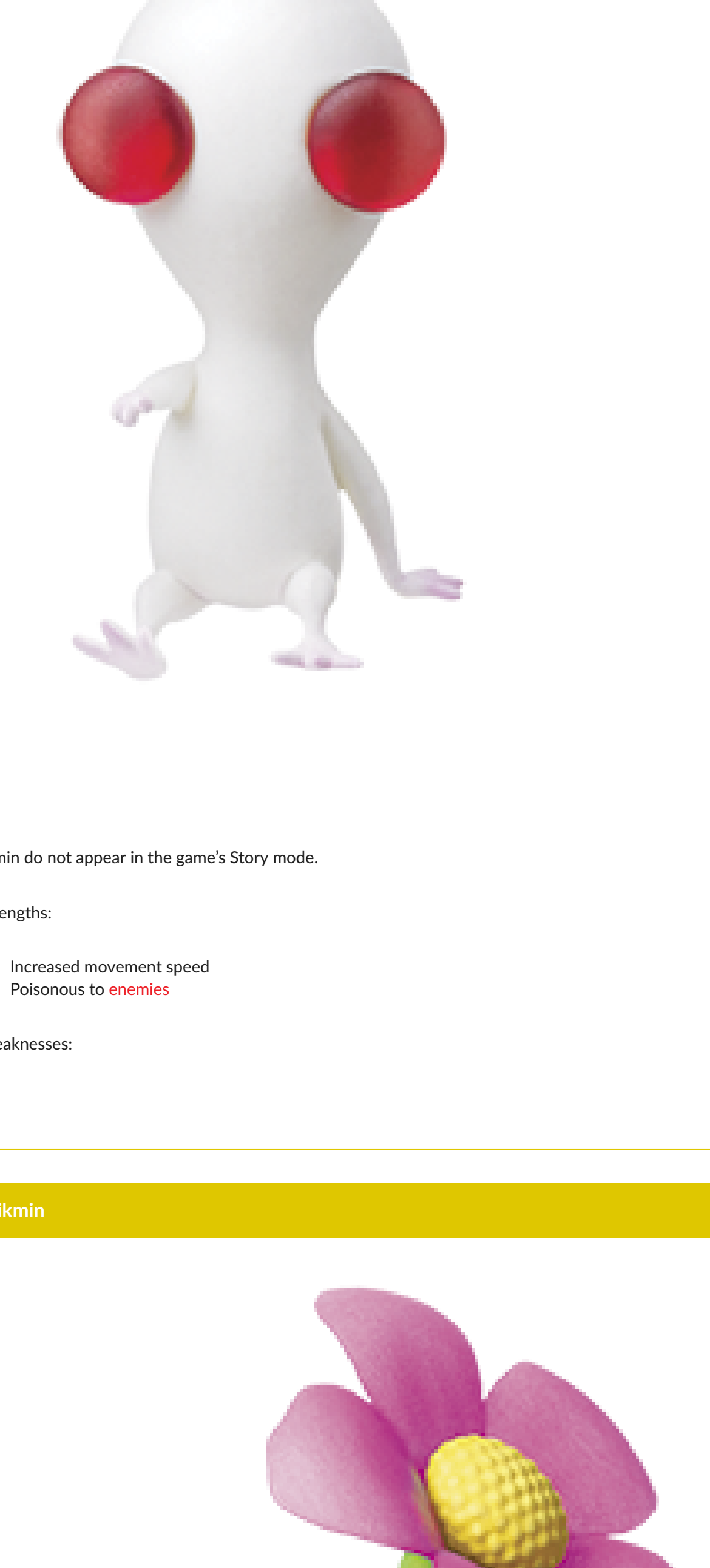
Unique Strengths:

- Flight
- Aerial combat
- Can pull Flukeweeds

Unique Weaknesses:

- Low attack power

### White Pikmin



White Pikmin do not appear in the game's Story mode.

Unique Strengths:

- Increased movement speed
- Poisonous to enemies

Unique Weaknesses:

- None

### Purple Pikmin

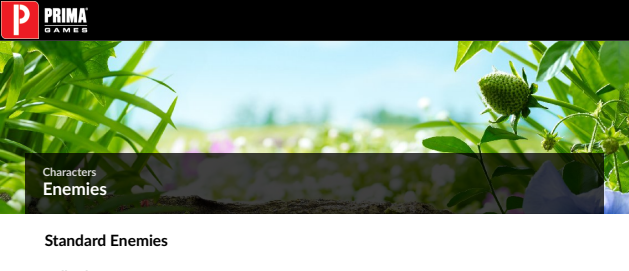
Purple Pikmin do not appear in the game's Story mode.

Unique Strengths:

- Has the strength of 10 Pikmin

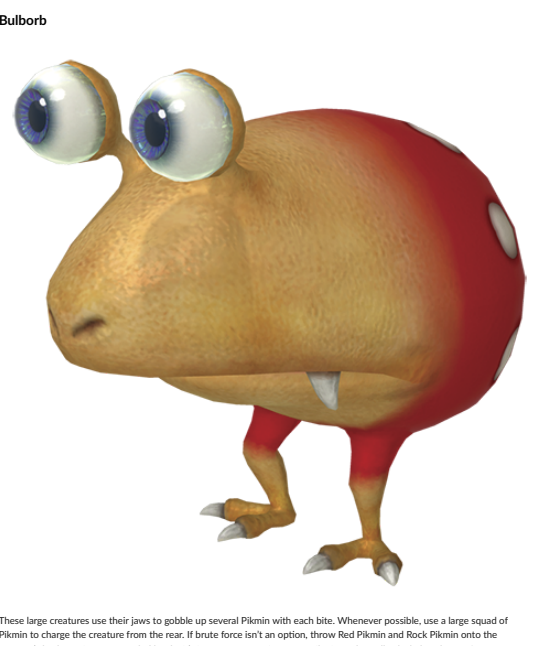
Unique Weaknesses:

- Greatly reduced movement speed while carrying objects



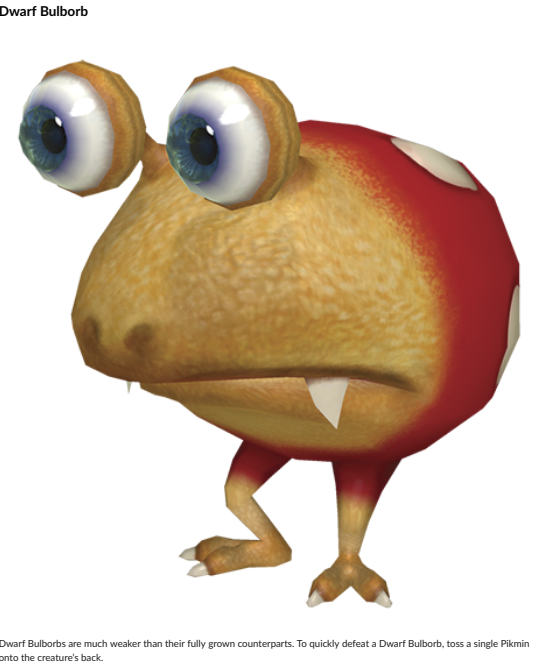
## Standard Enemies

### Bulborb



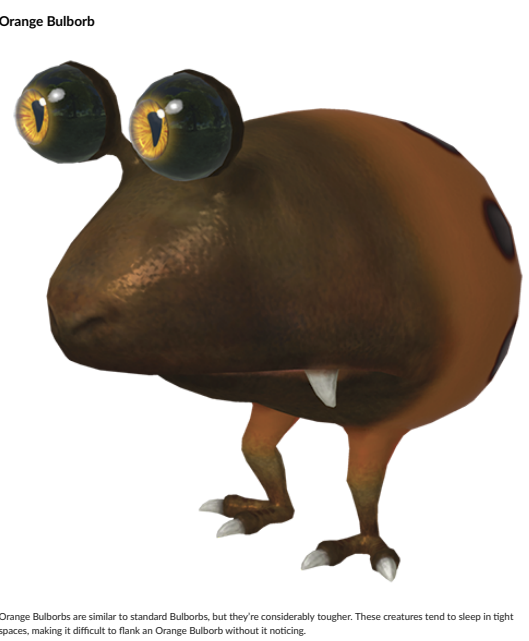
These large creatures use their jaws to gobble up several Pikmin with each bite. Whenever possible, use a large squad of Pikmin to charge the creature from the rear. If brute force isn't an option, throw Red Pikmin and Rock Pikmin onto the creature's back. During an extended battle, it's important to retrieve your Pikmin as the Bulborb shakes them off.

### Dwarf Bulborb



Dwarf Bulborbs are much weaker than their fully grown counterparts. To quickly defeat a Dwarf Bulborb, toss a single Pikmin onto the creature's back.

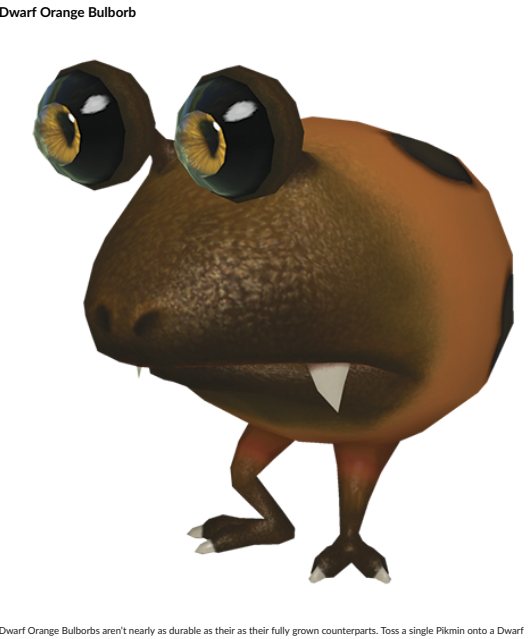
### Orange Bulborb



Orange Bulborbs are similar to standard Bulborbs, but they're considerably tougher. These creatures tend to sleep in tight spaces, making it difficult to flank an Orange Bulborb without it noticing.

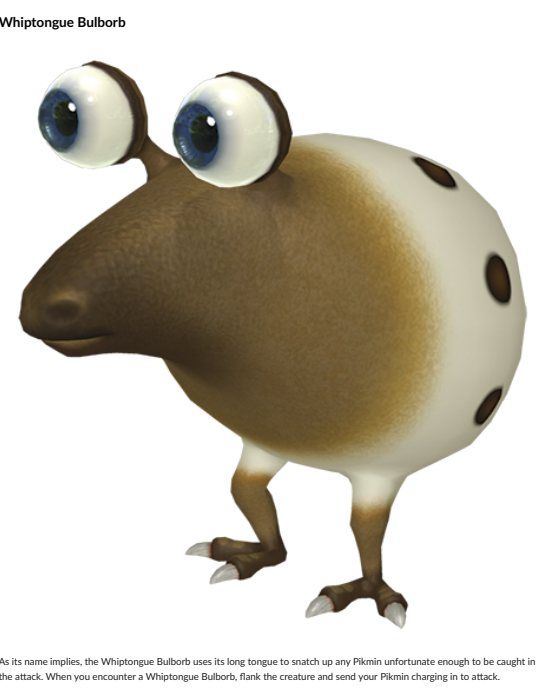
Whenever possible, use a Bomb Rock to blast an Orange Bulborb before it has a chance to attack. When that's not an option, draw an Orange Bulborb into the open, then flank the creature and attack it with a very large squad of Pikmin.

### Dwarf Orange Bulborb



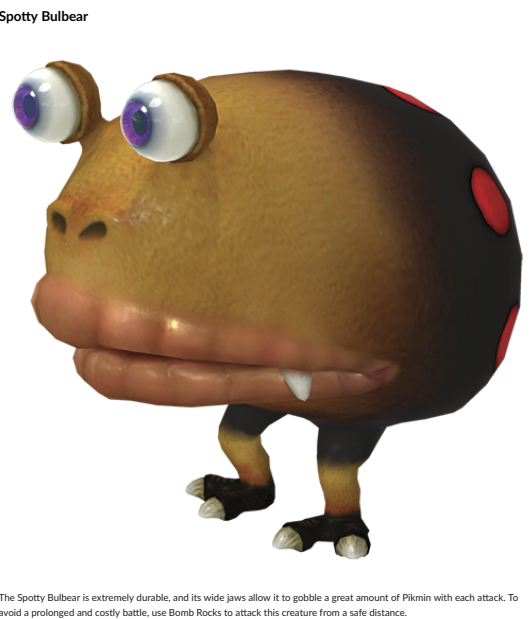
Dwarf Orange Bulborbs aren't nearly as durable as their as their fully grown counterparts. Toss a single Pikmin onto a Dwarf Orange Bulborb's back to quickly defeat this enemy.

### Whiptongue Bulborb



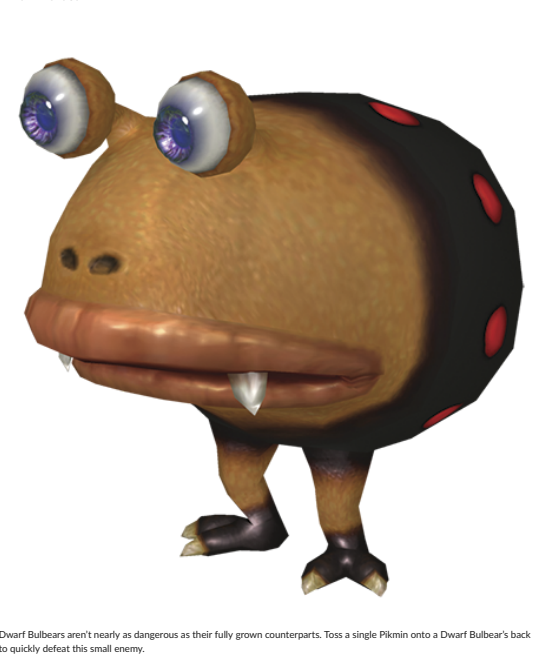
As its name implies, the Whiptongue Bulborb uses its long tongue to snatch up any Pikmin unfortunate enough to be caught in the attack. When you encounter a Whiptongue Bulborb, flank the creature and send your Pikmin charging in to attack.

### Spotty Bulbear



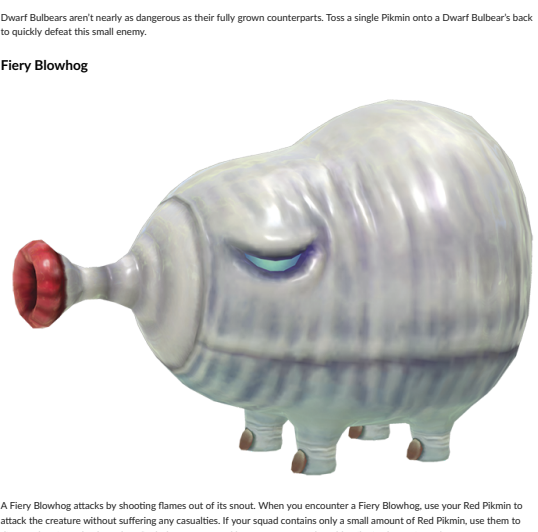
The Spotty Bulbear is extremely durable, and its wide jaws allow it to gobble a great amount of Pikmin with each attack. To avoid a prolonged and costly battle, use Bomb Rocks to attack this creature from a safe distance.

### Dwarf Bulbear



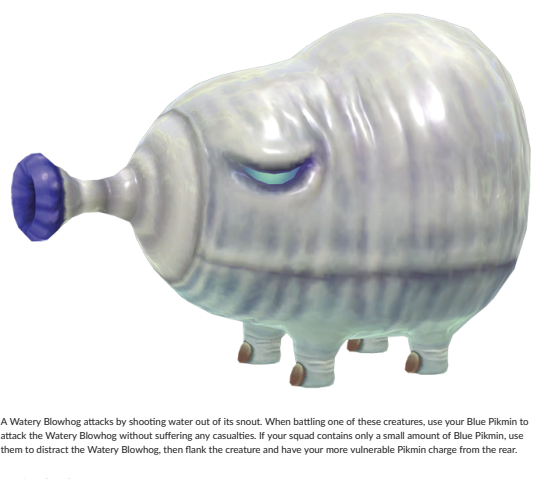
Dwarf Bulbears aren't nearly as dangerous as their fully grown counterparts. Toss a single Pikmin onto a Dwarf Bulbear's back to quickly defeat this small enemy.

### Fiery Blowhog



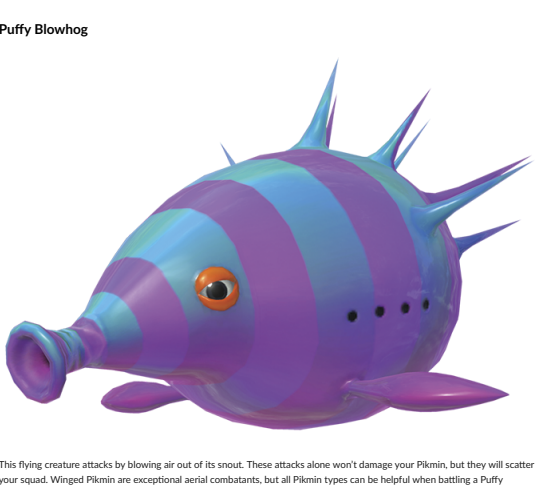
A Fiery Blowhog attacks by shooting flames out of its snout. When you encounter a Fiery Blowhog, use your Red Pikmin to attack the creature without suffering any casualties. If your squad contains only a small amount of Red Pikmin, use them to distract the Fiery Blowhog, then flank the creature and have your more vulnerable Pikmin charge from the rear.

### Watery Blowhog



A Watery Blowhog attacks by shooting water out of its snout. When battling one of these creatures, use your Blue Pikmin to attack the Watery Blowhog without suffering any casualties. If your squad contains only a small amount of Blue Pikmin, use them to distract the Watery Blowhog, then flank the creature and have your more vulnerable Pikmin charge from the rear.

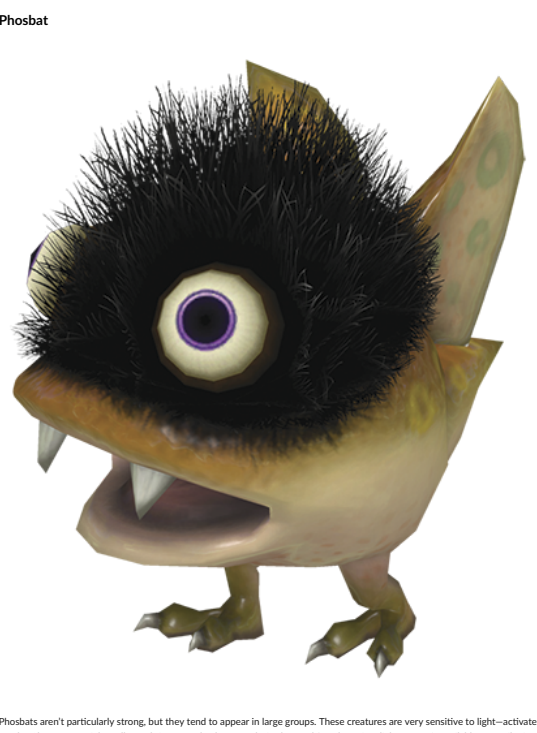
### Puffy Blowhog



This flying creature attacks by blowing air out of its snout. These attacks alone won't damage your Pikmin, but they will scatter your squad. Winged Pikmin are exceptional aerial combatants, but all Pikmin types can be helpful when battling a Puffy Blowhog.

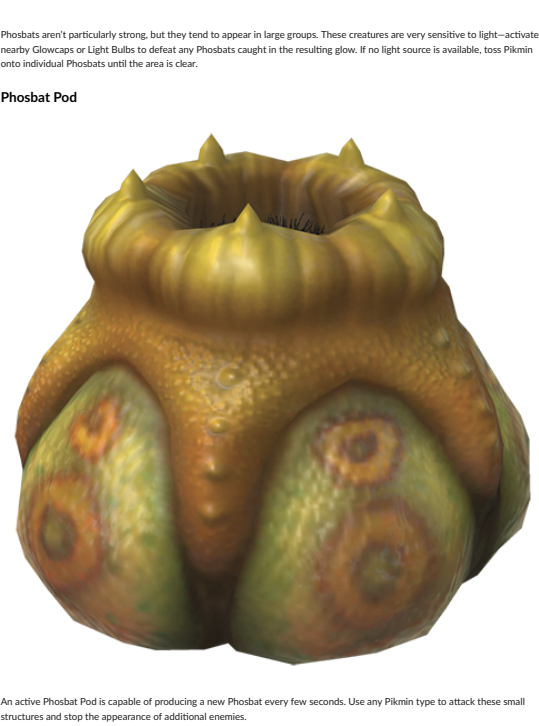
Flank the creature to avoid its attacks, then throw your Pikmin onto its side. Whenever the Puffy Blowhog is wrestled to the ground, send your squad charging in to do maximum damage.

### Phosbat



Phosbats aren't particularly strong, but they tend to appear in large groups. These creatures are very sensitive to light—activate nearby Glowcaps or Light Bulbs to defeat any Phosbats caught in the resulting glow. If no light source is available, toss Pikmin onto individual Phosbats until the area is clear.

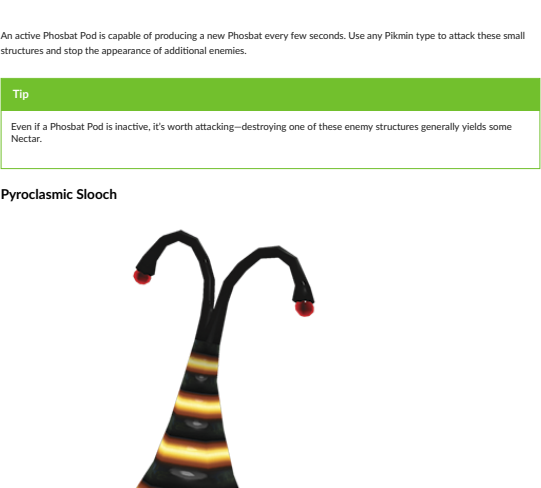
### Phosbat Pod



An active Phosbat Pod is capable of producing a new Phosbat every few seconds. Use any Pikmin type to attack these small structures and stop the appearance of additional enemies.

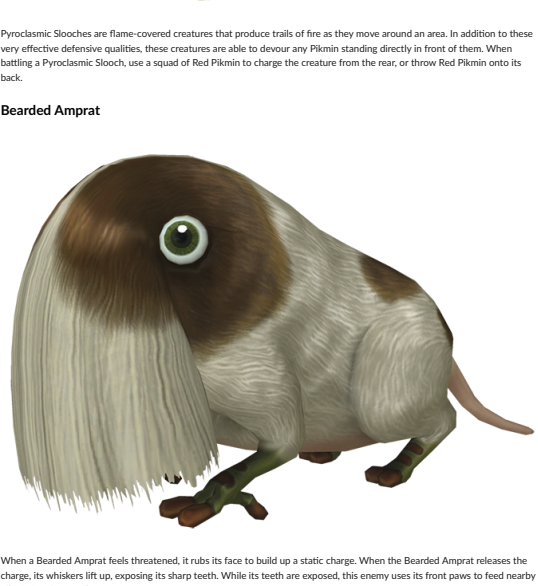
> **Tip**
>
> Even if a Phosbat Pod is inactive, it's worth attacking—destroying one of these enemy structures generally yields some Nectar.

### Pyroclasmic Slooch



Pyroclasmic Slooches are flame-covered creatures that produce trails of fire as they move around an area. In addition to these very effective defensive qualities, these creatures are able to devour any Pikmin standing directly in front of them. When battling a Pyroclasmic Slooch, use a squad of Red Pikmin to charge the creature from the rear, or throw Red Pikmin onto its back.

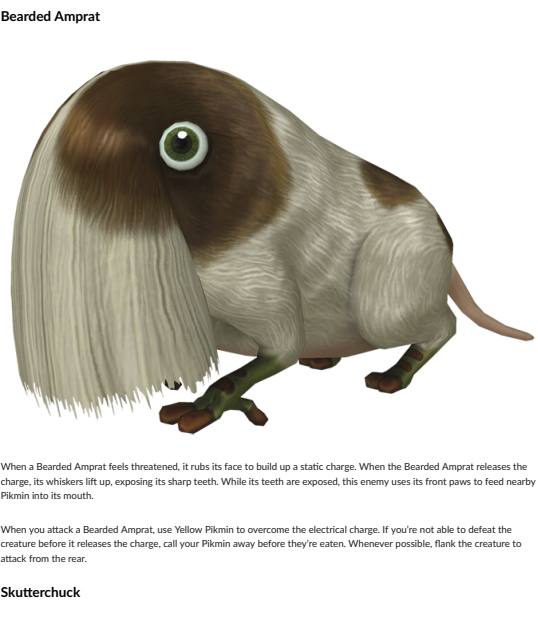
### Bearded Amprat



When a Bearded Amprat feels threatened, it rubs its face to build up a static charge. When the Bearded Amprat releases the charge, its whiskers lift up, exposing its sharp teeth. While its teeth are exposed, this enemy uses its front paws to feed nearby Pikmin into its mouth.

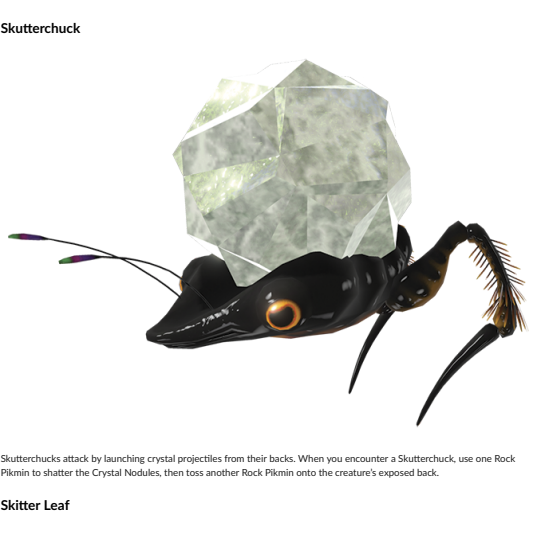
When you attack a Bearded Amprat, use Yellow Pikmin to overcome the electrical charge. If you're not able to defeat the creature before it releases the charge, call your Pikmin away before they're eaten. Whenever possible, flank the creature to attack from the rear.

### Skutterchuck



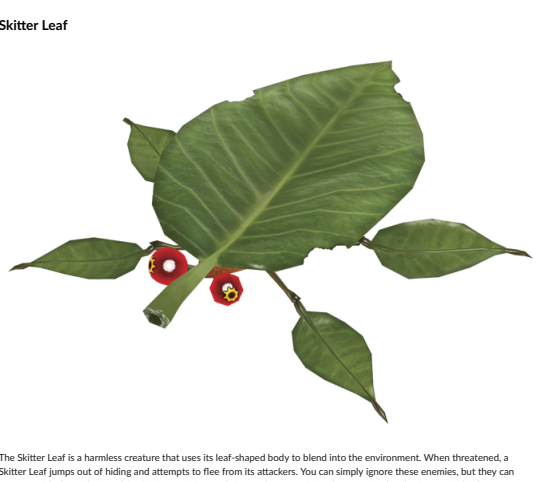
Skutterchucks attack by launching crystal projectiles from their backs. When you encounter a Skutterchuck, use one Rock Pikmin to shatter the Crystal Nodules, then toss another Rock Pikmin onto the creature's exposed back.

### Skitter Leaf



The Skitter Leaf is a harmless creature that uses its leaf-shaped body to blend into the environment. When threatened, a Skitter Leaf jumps out of hiding and attempts to flee from its attackers. You can simply ignore these enemies, but they can prove useful when Pikmin cultivation is a priority. To defeat a Skitter Leaf, simply toss a single Pikmin onto its back.

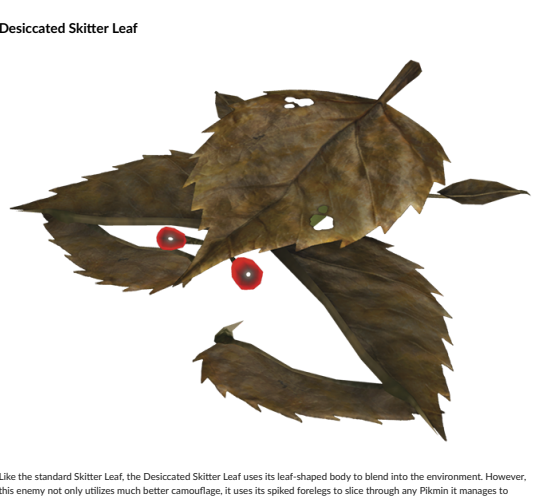
### Desiccated Skitter Leaf



Like the standard Skitter Leaf, the Desiccated Skitter Leaf uses its leaf-shaped body to blend into the environment. However, this enemy not only utilizes much better camouflage, it uses its spiked forelegs to slice through any Pikmin it manages to capture.

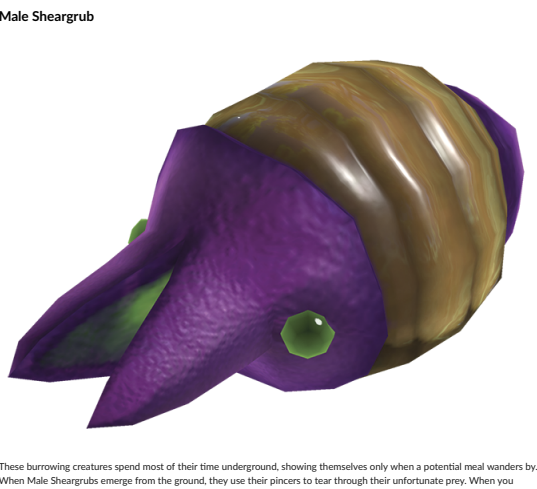
When you spot a Desiccated Skitter Leaf, toss a single Pikmin on its back to defeat the creature before it manages to attack. Each time you reach a patch of brown leaves, take a moment to search for any enemies that might be hiding within it.

### Male Sheargrub



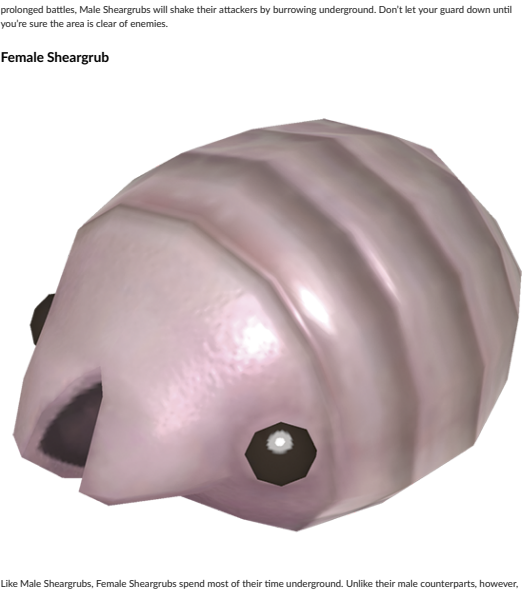
These burrowing creatures spend most of their time underground, showing themselves only when a potential meal wanders by. When Male Sheargrubs emerge from the ground, they use their pincers to tear through their unfortunate prey. When you encounter a group of Male Sheargrubs, retreat to a safe distance and throw one Pikmin directly onto each enemy. During prolonged battles, Male Sheargrubs will shake their attackers by burrowing underground. Don't let your guard down until you're sure the area is clear of enemies.

### Female Sheargrub



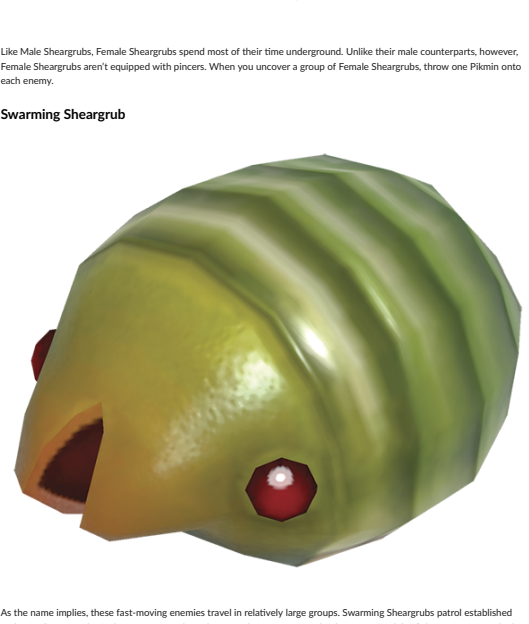
Like Male Sheargrubs, Female Sheargrubs spend most of their time underground. Unlike their male counterparts, however, Female Sheargrubs aren't equipped with pincers. When you uncover a group of Female Sheargrubs, throw one Pikmin onto each enemy.

### Swarming Sheargrub



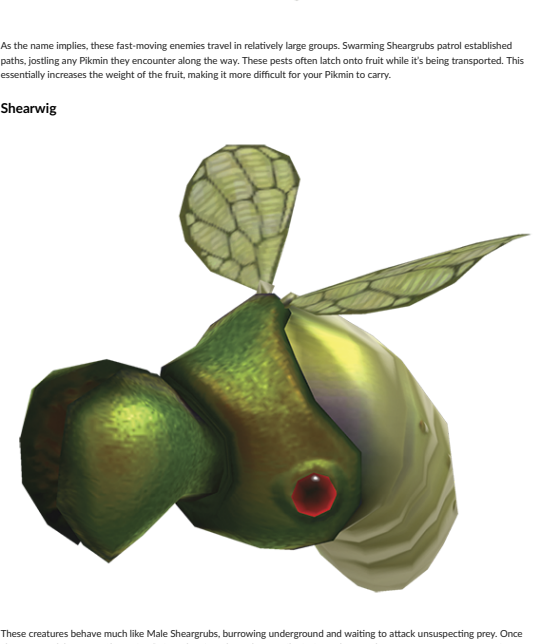
As the name implies, these fast-moving enemies travel in relatively large groups. Swarming Sheargrubs patrol established paths, jostling any Pikmin they encounter along the way. These pests often latch onto fruit while it's being transported. This essentially increases the weight of the fruit, making it more difficult for your Pikmin to carry.

### Shearwig



These creatures behave much like Male Sheargrubs, burrowing underground and waiting to attack unsuspecting prey. Once above ground, however, Shearwigs fly into the air and attack your Pikmin from above. When you encounter a group of Shearwigs, move out of range and attack the enemies from a distance. During prolonged battles, Shearwigs will shake their attackers by burrowing underground. Don't let your guard down until you're sure the area is clear of enemies.

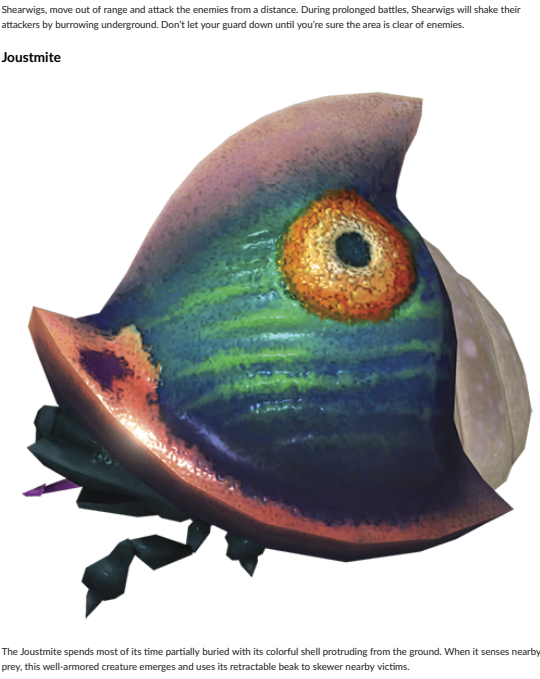
### Joustmite



The Joustmite spends most of its time partially buried with its colorful shell protruding from the ground. When it senses nearby prey, this well-armored creature emerges and uses its retractable beak to skewer nearby victims.

Rock Pikmin cannot be damaged by the Joustmite's attacks, making them a very good option when facing this enemy. When you're leading a large squad, however, any combination of Pikmin can make short work of this enemy. Approach the Joustmite from the rear and attack the creature's fleshy body until you defeat it.

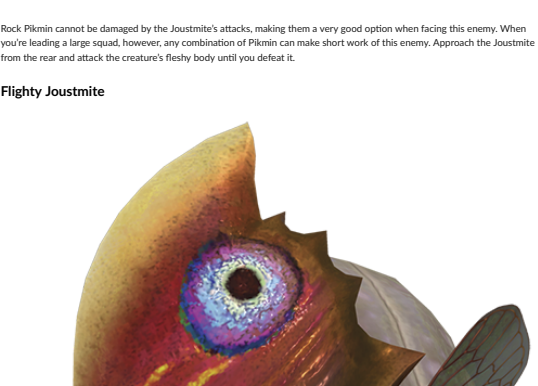
### Flighty Joustmite



Like the standard Joustmite, the Flighty Joustmite spends most of its time partially buried. When it senses nearby prey, this low-flying enemy emerges from the ground and attacks its victims from above.

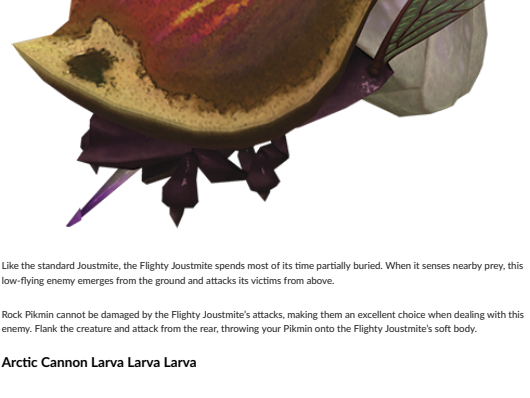
Rock Pikmin cannot be damaged by the Flighty Joustmite's attacks, making them an excellent choice when dealing with this enemy. Flank the creature and attack from the rear, throwing your Pikmin onto the Flighty Joustmite's soft body.

### Arctic Cannon Larva Larva Larva



The Arctic Cannon Larva is a large, burrowing creature that attacks by launching large Snowballs at its enemies. These Snowballs won't damage your Pikmin directly, but they are capable of incapacitating your Pikmin or carrying them into hazards. When you encounter an Arctic Cannon Larva, dodge its attacks and flank the creature. Throw a steady stream of Rock Pikmin into the creature's back, or send your entire squad charging in to attack.

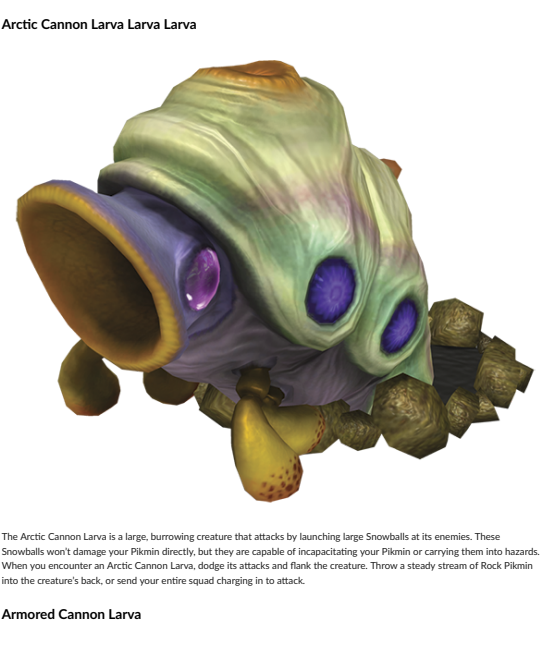
### Armored Cannon Larva



The Armored Cannon Larva is another large, burrowing creature. Like the Arctic Cannon Larva, this creature attacks by firing projectiles at its enemies. Unlike the Snowballs utilized by its counterpart, however, the Armored Cannon Larva's projectiles are capable of crushing most Pikmin.

The Armored Cannon Larva's projectiles cannot damage Rock Pikmin, but they will incapacitate them for a short time. When you attack one of these enemies, do so with a fairly large squad of Rock Pikmin. Flank the creature, then attack by throwing each of your Rock Pikmin for maximum damage.

### Burrowing Snagret

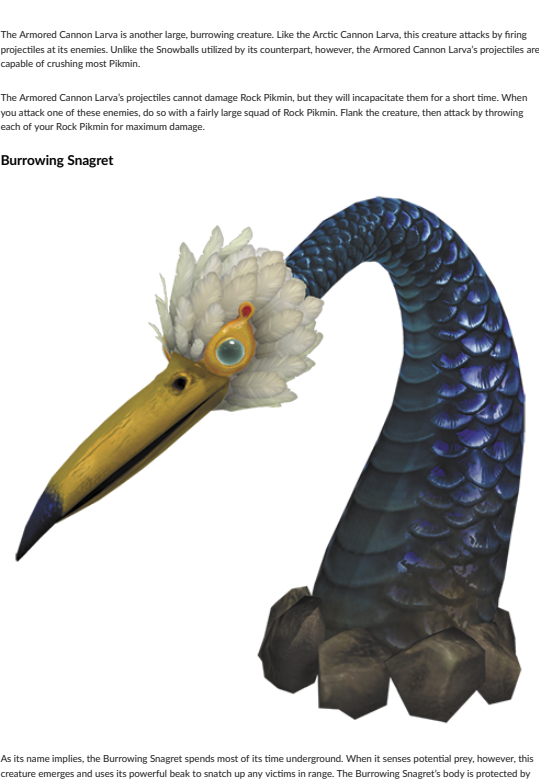


As its name implies, the Burrowing Snagret spends most of its time underground. When it senses potential prey, however, this creature emerges and uses its powerful beak to snatch up any victims in range. The Burrowing Snagret's body is protected by scales, making the creature's head its only weak point.

Each time a Burrowing Snagret emerges from the ground, there's a brief pause just after the creature's beak appears—this brief window is the only opportunity you'll have to execute a successful charge. If your Pikmin can latch onto the creature's head before it's fully exposed, they'll be able to do a significant amount of damage in a very short time. Winged Pikmin can charge the Burrowing Snagret's head whenever it's above ground, but you'll need a large squad to compensate for the Winged Pikmin's low attack power.

If you can't seem to land a successful charge attack, flank the Burrowing Snagret's side and toss your Pikmin directly onto the creature's head. This method makes it fairly difficult to keep your squad out of harm's way, but it does allow you to deal reliable damage for the duration of the battle.

### Shaggy Long Legs



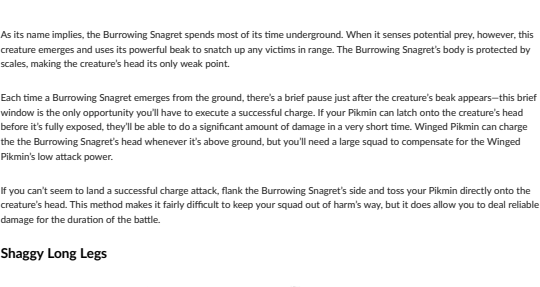
The Shaggy Long Legs is a very large creature that crushes any Pikmin unfortunate enough to be caught under its large feet. To defeat this creature, your Pikmin must first pluck all of the Shaggy Long Legs' hair.

When you encounter a Shaggy Long Legs, throw several Pikmin onto each of the creature's limbs. As your Pikmin climb the creature, they'll rip out any hair they find. Once your Pikmin pluck the hair from each of the Shaggy Long Legs' joints, they'll move onto the longer hair covering the creature's body.

The Shaggy Long Legs frequently shakes its attackers loose, so it's important to gather your Pikmin as they fall to the ground. When all of the creature's hair is gone, use your Pikmin to attack its exposed body.

Red Pikmin, Yellow Pikmin, and Blue Pikmin are all well suited to battle these enemies. When you prepare to face a Shaggy Long Legs, use the hazards near the battleground to determine which Pikmin types to bring.

### Arachnode

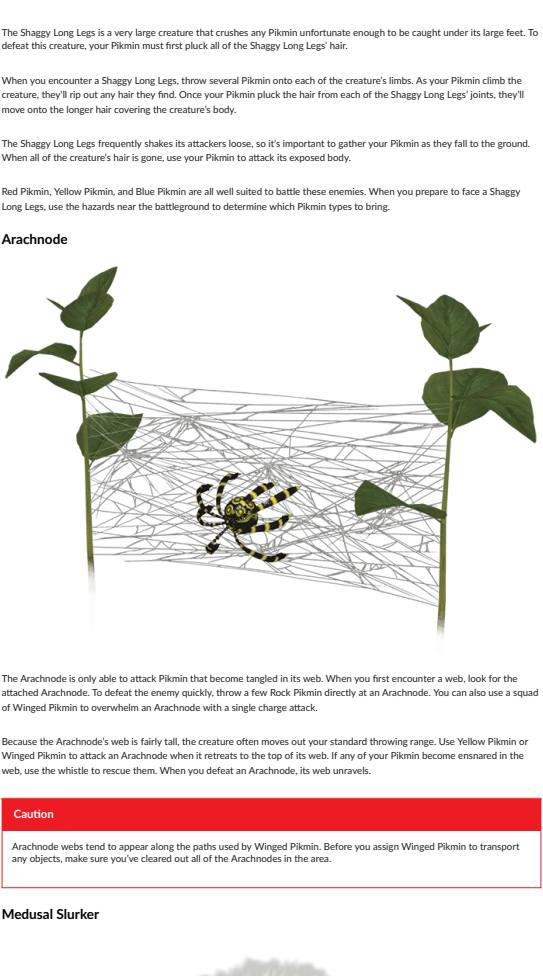


The Arachnode is only able to attack Pikmin that become tangled in its web. When you first encounter a web, look for the attached Arachnode. To defeat the enemy quickly, throw a few Rock Pikmin directly at an Arachnode. You can also use a squad of Winged Pikmin to overwhelm an Arachnode with a single charge attack.

Because the Arachnode's web is fairly tall, the creature often moves out your standard throwing range. Use Yellow Pikmin or Winged Pikmin to attack an Arachnode when it retreats to the top of its web. If any of your Pikmin become ensnared in the web, use the whistle to rescue them. When you defeat an Arachnode, its web unravels.

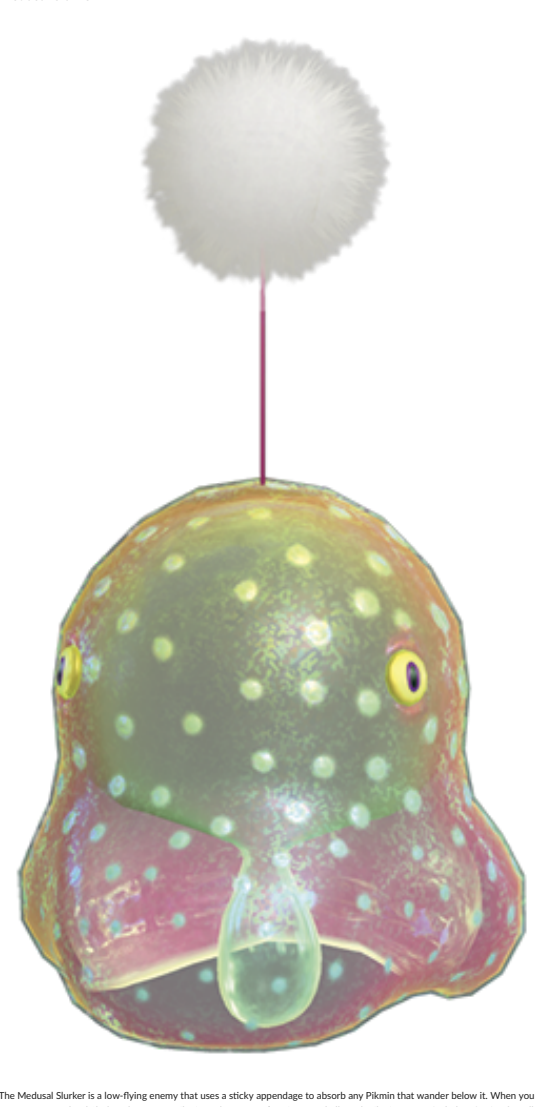
> **Caution**
>
> Arachnode webs tend to appear along the paths used by Winged Pikmin. Before you assign Winged Pikmin to transport any objects, make sure you've cleared out all of the Arachnodes in the area.

### Medusal Slurker



The Medusal Slurker is a low-flying enemy that uses a sticky appendage to absorb any Pikmin that wander below it. When you encounter a Medusal Slurker, throw your Pikmin at the creature's soft outer shell. Rock Pikmin are particularly effective, but all Pikmin types can be used to deal with this enemy. When you defeat a Medusal Slurker, any Pikmin it managed to absorb are set free.

### Swooping Snitchbug

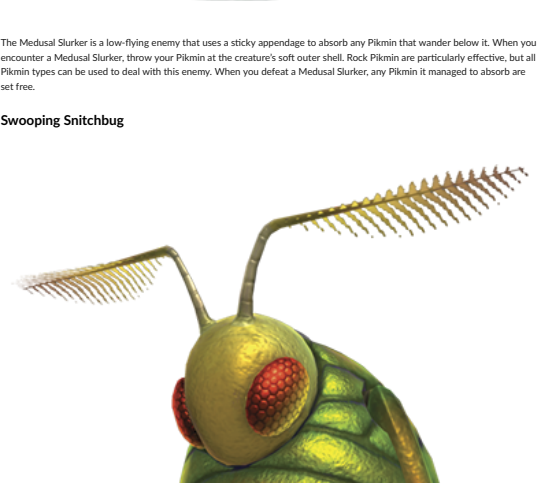


A Swooping Snitchbug attacks by snatching its enemies and throwing them to the ground. When a Swooping Snitchbug does this to a Pikmin, the force is enough to bury its victim—this essentially causes the Pikmin to revert to a sprout.

When you encounter a Swooping Snitchbug, use your Winged Pikmin to attack the creature until it falls to the ground, then use your squad to finish the vulnerable enemy. If you don't have any Winged Pikmin, just wait for the Swooping Snitchbug to stop moving before you attack with whatever Pikmin are available.

> **Tip**
>
> A single blow with a Rock Pikmin is enough to knock a Swooping Snitchbug to the ground. A group of Yellow Pikmin can accomplish the same task from a greater distance.

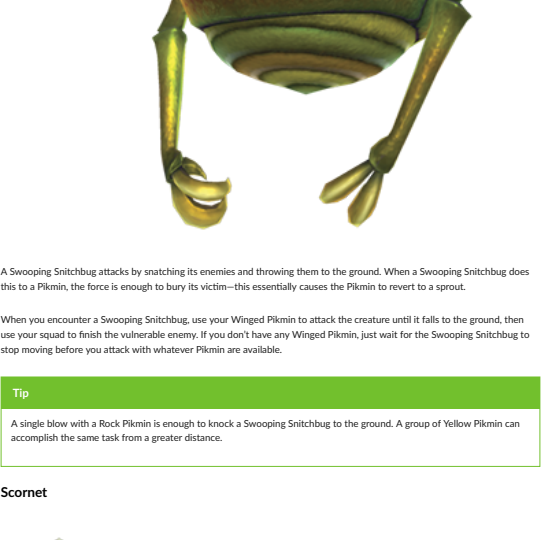
### Scornet



Scornets are flying creatures that congregate in large swarms. When Scornets attack, they move into a tight formation and fly toward their enemies. Any Pikmin unfortunate enough to be skewered by a Scornet will be carried around the area until they succumb to their injuries.

Use a large squad of Winged Pikmin to quickly clear out a Scornet Swarm. Gather your Pikmin each time the Scornets move into formation, then resume your attacks when the enemies separate. If any of your Pikmin are skewered by a Scornet, use your Winged Pikmin to defeat the enemy before the skewered Pikmin expires.

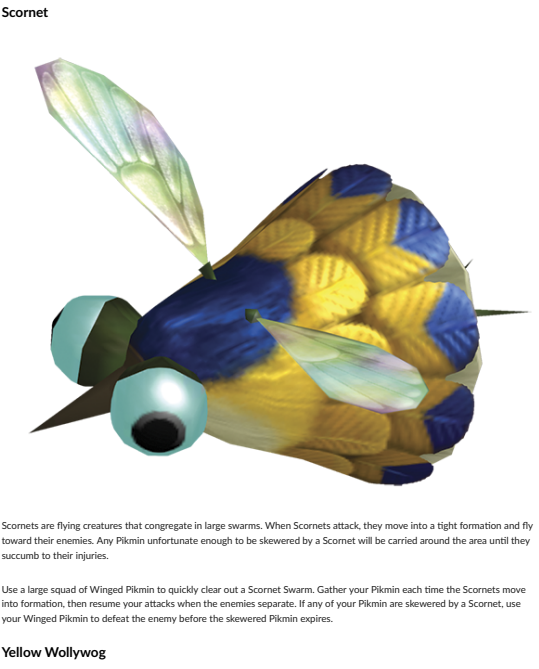
### Yellow Wollywog



The Yellow Wollywog is a frog-like amphibious creature. This enemy attacks by leaping into the air and crushing its victims. Rock Pikmin cannot be damaged by this attack, making them a good option when facing one of these creatures. Because Yellow Wollywogs tend to stick close to water, Blue Pikmin are often your safest alternative.

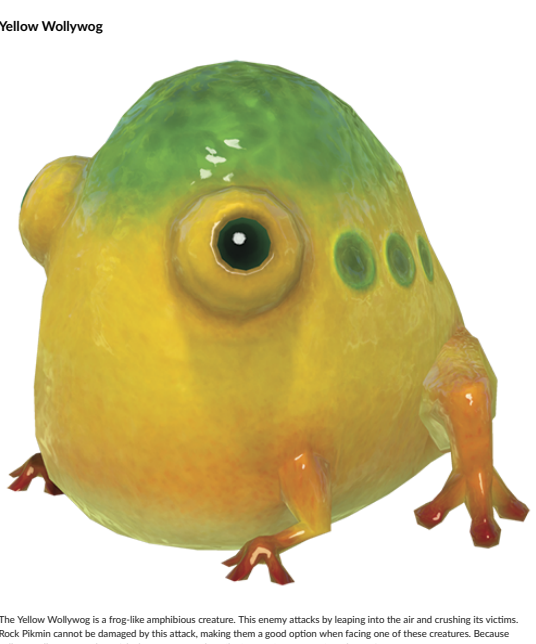
When you're leading a more diverse squad, toss Red Pikmin or Blue Pikmin onto a Yellow Wollywog to weigh the creature down, then throw your Rock Pikmin at the enemy to deal heavy damage.

### Wogpole



Wogpoles are harmless aquatic creatures that retreat any time they feel threatened. If you're determined to defeat a Wogpole, it's usually best to send a squad of Blue Pikmin charging in to attack the creature. Most of the time, however, it's not worth the time it takes for your Pikmin to chase down a fleeing Wogpole.

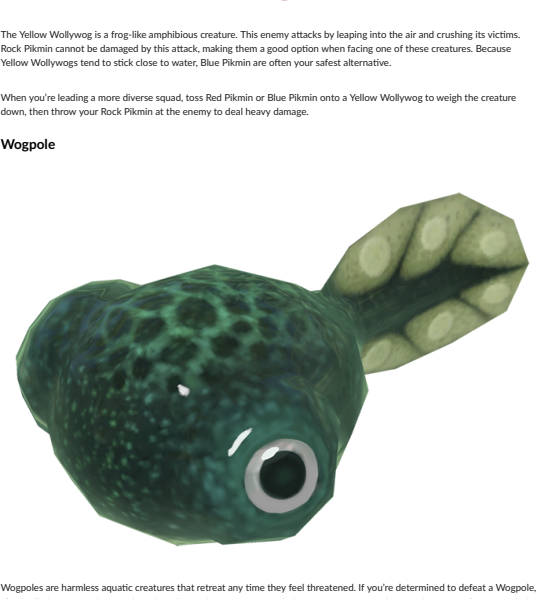
### Waddlepus



The Waddlepus is a relatively large amphibious creature. This enemy uses bubbles to temporarily incapacitate nearby attackers. When you encounter this creature on dry land, flank the Waddlepus and have your squad charge the enemy from the rear. If any of your Pikmin become trapped in a bubble, attack the bubble to instantly free the Pikmin.

The same tactics apply when you encounter this enemy in the water—just make sure your squad only contains Blue Pikmin.

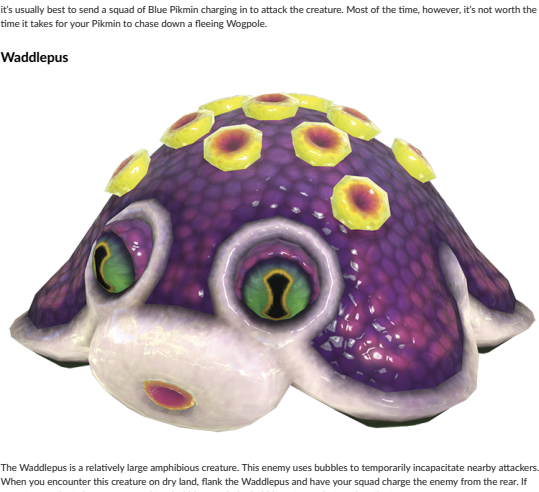
### Peckish Aristocrab



The Peckish Aristocrab is fairly large amphibious creature. Like the Waddlepus, this enemy uses bubbles to capture nearby attackers. In addition to this defensive ability, the Peckish Aristocrab uses its large claw to snatch up multiple enemies during a single attack.

Peckish Aristocrabs are able to dodge most charge attacks, so it's best to throw your Pikmin directly onto this enemy. To keep your squad safe from this enemy's attacks, you can either use Rock Pikmin to break a Peckish Aristocrab's claw, or you can flank the creature and attack from behind. Peckish Aristocrabs have difficulty turning, but they can move from side to side very quickly.

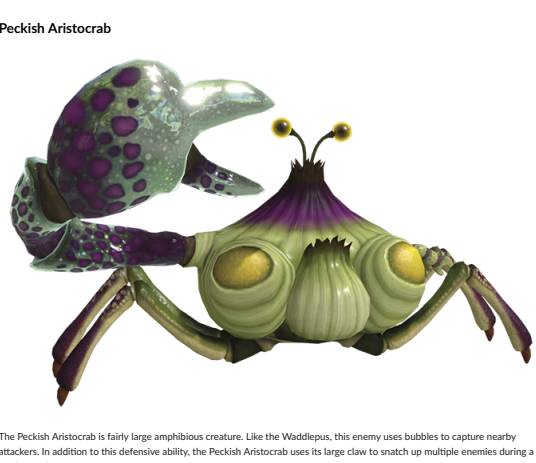
### Hermit Crawmad



The Hermit Crawmad is a burrowing amphibious creature. When you approach this enemy's hiding spot, it pops out of the ground and lunges toward your squad. If the enemy manages to snatch any of your Pikmin, it drags its prey back underground.

After you coax a Hermit Crawmad out of its hole, flank the creature to keep your Pikmin out of harm's way, then send your squad charging in to attack the Hermit Crawmad's fleshy body. Since these enemies tend to lurk in the water, it's best to use only Blue Pikmin during these encounters.

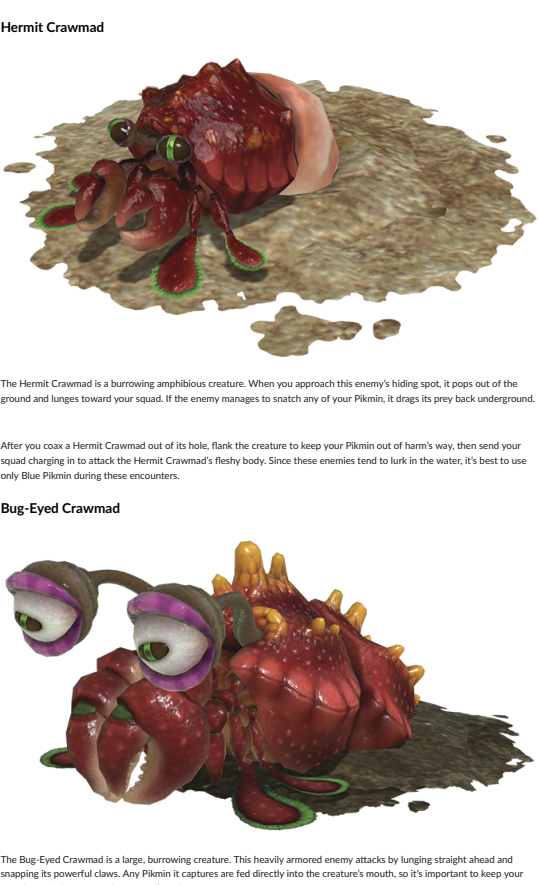
### Bug-Eyed Crawmad



The Bug-Eyed Crawmad is a large, burrowing creature. This heavily armored enemy attacks by lunging straight ahead and snapping its powerful claws. Any Pikmin it captures are fed directly into the creature's mouth, so it's important to keep your squad out of the Bug-Eyed Crawmad's path.

After you coax this creature out of its hole, throw your Pikmin at its retractable eyes. When both eyes have pulled back into its head, the Bug-Eyed Crawmad flips onto its back. Throw your Pikmin onto the creature's fleshy underbelly to deal damage until it recovers. Repeat the process until you defeat the Bug-Eyed Crawmad.

### Calcified Crushblat

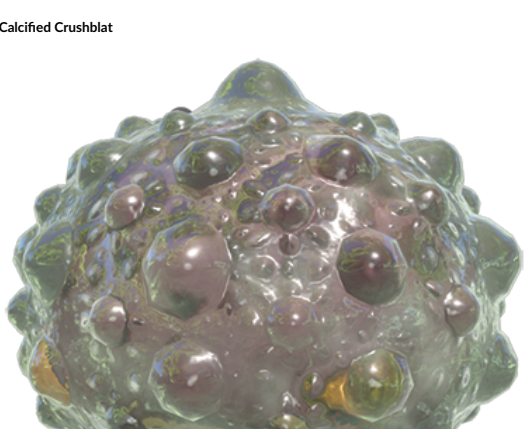


The Calcified Crushblat is a large amphibious creature. This well-armored enemy attacks by leaping into the air and crushing its victims.

When you encounter a Calcified Crushblat, toss Rock Pikmin at the creature's armor to expose the soft flesh beneath it. Once its armor is destroyed, this enemy inflates its body to knock back any attackers. Since the Calcified Crushblat tends to stick close to the water, your Blue Pikmin are well suited to survive these knock-back attacks. Unlike the Rock Pikmin, however, your Blue Pikmin are vulnerable to the creature's crushing attacks.

Throw your Blue Pikmin onto the creature's exposed flesh, and recall any Pikmin that are knocked to the ground. As you continue the battle, keep your squad clear of the Calcified Crushblat's attacks.

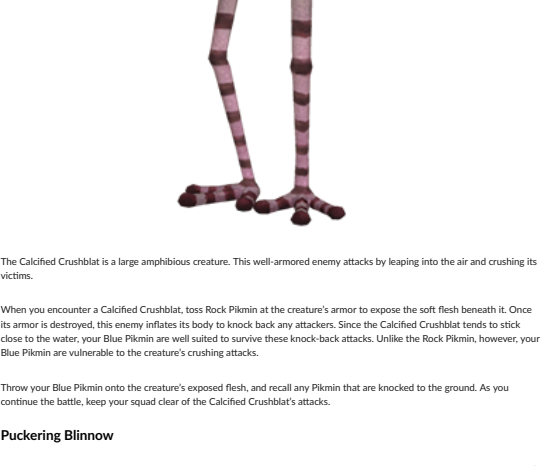
### Puckering Blinnow



Puckering Blinnows are small aquatic creatures that use their narrow bills to skewer unsuspecting victims. Puckering Blinnows tend to congregate; as you attack one Puckering Blinnow, there's a good chance a second enemy will attack your squad. Even so, it's usually best to focus on one enemy at a time.

When you encounter a Puckering Blinnow, use a squad of Blue Pikmin to charge the creature. When a Puckering Blinnow skewers one of your Pikmin, make that enemy your primary target—if you're lucky, at least part of your squad will automatically follow the enemy as it retreats. A skewered Pikmin can survive for a few seconds. Move quickly to defeat a Puckering Blinnow before its victim succumbs to its injuries.

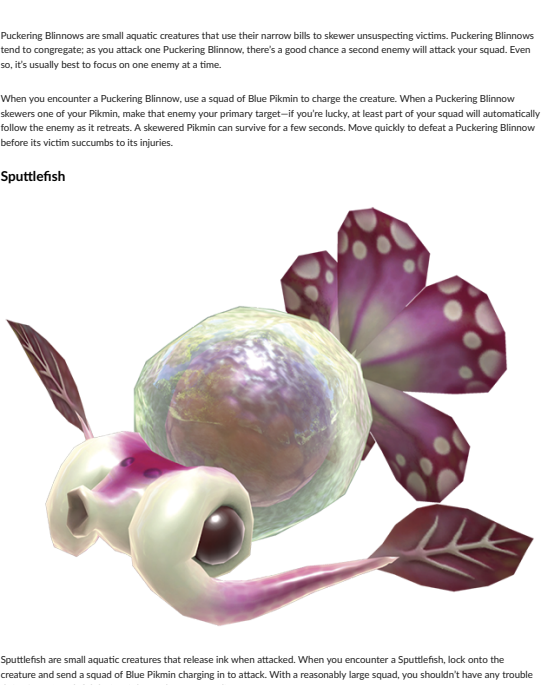
### Sputtlefish



Sputtlefish are small aquatic creatures that release ink when attacked. When you encounter a Sputtlefish, lock onto the creature and send a squad of Blue Pikmin charging in to attack. With a reasonably large squad, you shouldn't have any trouble defeating a Sputtlefish before it has a chance to retaliate.

If the creature does manage to release its ink, however, any Pikmin caught in the cloud will panic. Use your whistle to calm your scattered Pikmin and send them charging in for another attack.

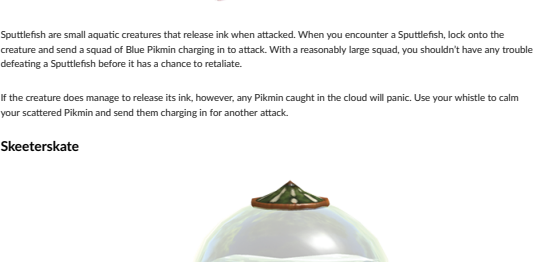
### Skeeterskate



The Skeeterskate is a spindly aquatic creature that skims along the surface of the water. This creature utilizes long-range water attacks to drown its targets from an impressive distance.

To defeat a Skeeterskate, toss a Blue Pikmin onto its head, or use a squad of Blue Pikmin to charge the creature. When that's not an option, use Winged Pikmin to attack a Skeeterskate above the water—just be prepared to rescue any Winged Pikmin that get caught in the enemy's attack.

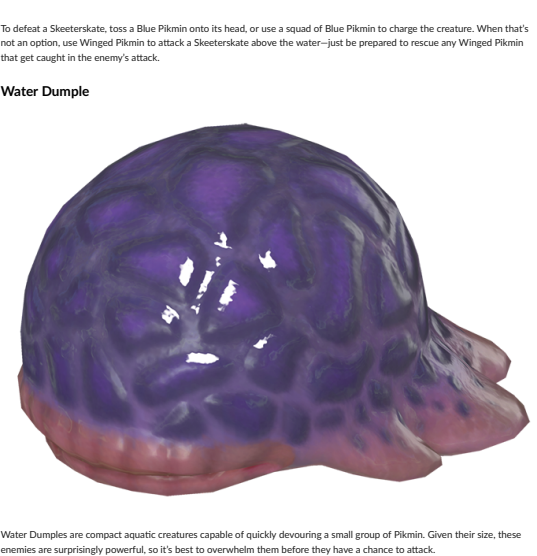
### Water Dumple



Water Dumples are compact aquatic creatures capable of quickly devouring a small group of Pikmin. Given their size, these enemies are surprisingly powerful, so it's best to overwhelm them before they have a chance to attack.

When you encounter a Water Dumple, flank the creature and send a squad of Blue Pikmin charging in from the rear.

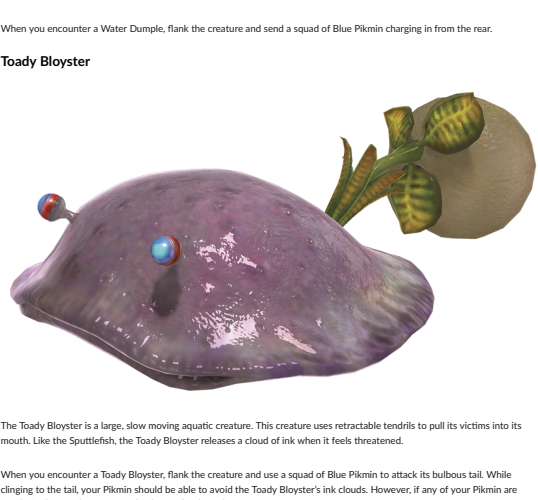
### Toady Bloyster



The Toady Bloyster is a large, slow moving aquatic creature. This creature uses retractable tendrils to pull its victims into its mouth. Like the Sputtlefish, the Toady Bloyster releases a cloud of ink when it feels threatened.

When you encounter a Toady Bloyster, flank the creature and use a squad of Blue Pikmin to attack its bulbous tail. While clinging to the tail, your Pikmin should be able to avoid the Toady Bloyster's ink clouds. However, if any of your Pikmin are caught in the attack, use your whistle to calm them down.

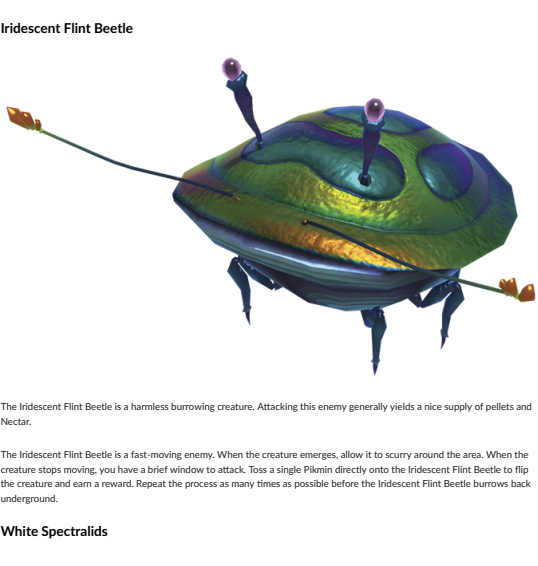
### Iridescent Flint Beetle



The Iridescent Flint Beetle is a harmless burrowing creature. Attacking this enemy generally yields a nice supply of pellets and Nectar.

The Iridescent Flint Beetle is a fast-moving enemy. When the creature emerges, allow it to scurry around the area. When the creature stops moving, you have a brief window to attack. Toss a single Pikmin directly onto the Iridescent Flint Beetle to flip the creature and earn a reward. Repeat the process as many times as possible before the Iridescent Flint Beetle burrows back underground.

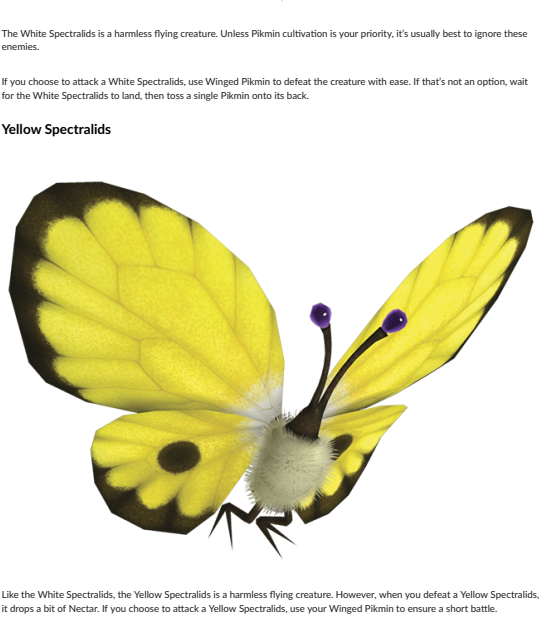
### White Spectralids



The White Spectralids is a harmless flying creature. Unless Pikmin cultivation is your priority, it's usually best to ignore these enemies.

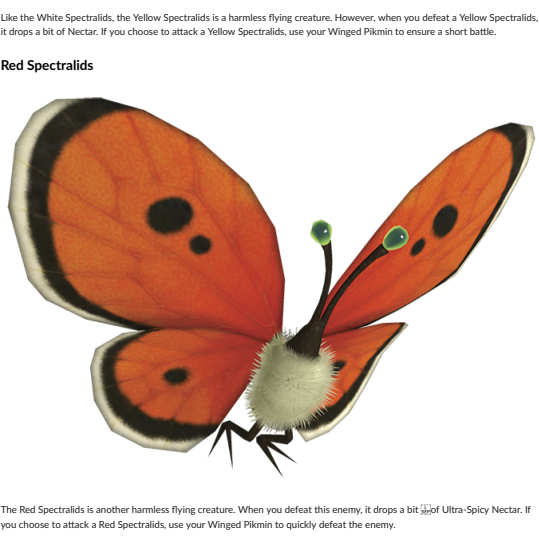
If you choose to attack a White Spectralids, use Winged Pikmin to defeat the creature with ease. If that's not an option, wait for the White Spectralids to land, then toss a single Pikmin onto its back.

### Yellow Spectralids



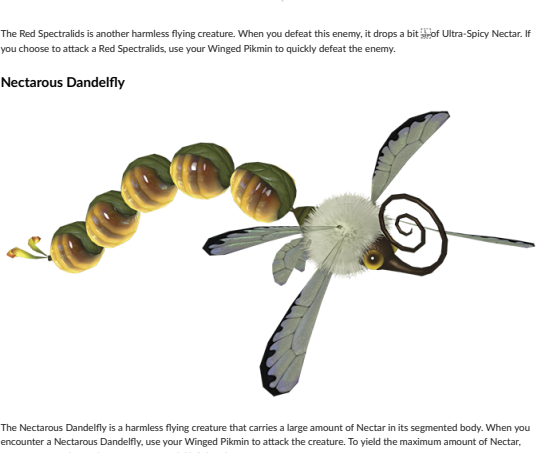
Like the White Spectralids, the Yellow Spectralids is a harmless flying creature. However, when you defeat a Yellow Spectralids, it drops a bit of Nectar. If you choose to attack a Yellow Spectralids, use your Winged Pikmin to ensure a short battle.

### Red Spectralids



The Red Spectralids is another harmless flying creature. When you defeat this enemy, it drops a bit of Ultra-Spicy Nectar. If you choose to attack a Red Spectralids, use your Winged Pikmin to quickly defeat the enemy.

### Nectarous Dandelfly



The Nectarous Dandelfly is a harmless flying creature that carries a large amount of Nectar in its segmented body. When you encounter a Nectarous Dandelfly, use your Winged Pikmin to attack the creature. To yield the maximum amount of Nectar, focus your attacks on the Nectarous Dandelfly's head.

Characters

# Bosses

## Armored Mawdad

Walkthrough Coverage: Day 3

The Armored Mawdad is located in the Garden of Hope. This creature is protected by the segmented armor covering its back. The Armored Mawdad uses its massive pincers to trap and devour any victims caught in its path.

This Armored Mawdad is surprisingly agile, so it's important to keep your squad moving. Use Rock Pikmin to break through the creature's armor, then use Red Pikmin to latch onto the exposed flesh.

## Vehemoth Phosbat

Walkthrough Coverage: Day 5

The Vehemoth Phosbat is located in the Distant Tundra. This creature attacks by flying into the air and inhaling its victims. On their own, these attacks are relatively easy to avoid. However, the Vehemoth Phosbat uses a cloaking ability to approach its hapless victims without being detected.

The Vehemoth Phosbat is very sensitive to light. Use Yellow Pikmin to activate the Light Bulbs scattered around the area. Once you've illuminated the entire cave, the Vehemoth Phosbat loses its cloaking ability. Keep your squad away from the Vehemoth Phosbat's mouth as you use your Pikmin to attack.

## Sandbelching Meerslug

Walkthrough Coverage: Day 8

The Sandbelching Meerslug is located in the Tropical Wilds. This creature has two basic attacks. While burrowed in the sand, the Sandbelching Meerslug creates a large pit that traps its victims until they can be devoured. When the creature emerges from the sand, it attacks its targets by spitting large projectiles.

When the Sandbelching Meerslug emerges from the sand, send a large squad of Pikmin charging in to attack. When the creature takes enough damage, it's launched into the air and temporarily incapacitated.

When the Sandbelching Meerslug creates a large pit, you can either avoid the attack or toss a Bomb Rock into the creature's mouth to temporarily incapacitate the creature.

Whenever you manage to incapacitate the Sandbelching Meerslug, send your Pikmin charging in to deal heavy damage.

## Scornet Maestro

Walkthrough Coverage: Day 13

The Scornet Maestro is located in the Twilight River. As its name implies, this creature attacks by controlling a swarm of Scornets.

The Scornet Maestro is well defended by its minions. Avoid attacking while the Scornets are in the area. Each time the Scornets move into a tight formation, avoid their attack and allow them to fly out of the area. When it's safe, use your Winged Pikmin to wrestle the vulnerable Scornet Maestro to the ground, then have the rest of your squad charge in to attack. When the Scornets return to the area, gather your Pikmin and repeat the process.

Each time a Scornet manages to impale one of your Pikmin, defeat the enemy before your Pikmin succumbs to its injuries.

## Quaggled Mireclops

Walkthrough Coverage: Day 16

The Quaggled Mireclops is located in the Garden of Hope. When you encounter this creature, throw Rock Pikmin at its Mireclops Crystal until the creature wakes up.

Once active, the Quaggled Mireclops creature stomps around its enclosure, creating pools of water in the soft mud. Use your Blue Pikmin to attack one of the creature's feet until the Quaggled Mireclops collapses. When it does, use your Rock Pikmin to destroy the Mireclops Crystal and expose the enemy's spike-covered bulb. Although the Mireclops is vulnerable from this position, it's not helpless. When the creature sweeps its giant tongue around the area, make sure all of your Pikmin are safely out of its path.

When the Quaggled Mireclops recovers, use your Blue Pikmin to attack one of its feet. Once the creature collapses, use your Blue Pikmin (and/or Winged Pikmin) to attack the Quaggled Mireclops' spiked bulb. Repeat the process until you defeat the creature.

The Quaggled Mireclops grows more aggressive as the battle progresses. Take care to keep your Pikmin safe as the creature charges around the enclosure.

## Plasm Wraith

Walkthrough Coverage: Day 25

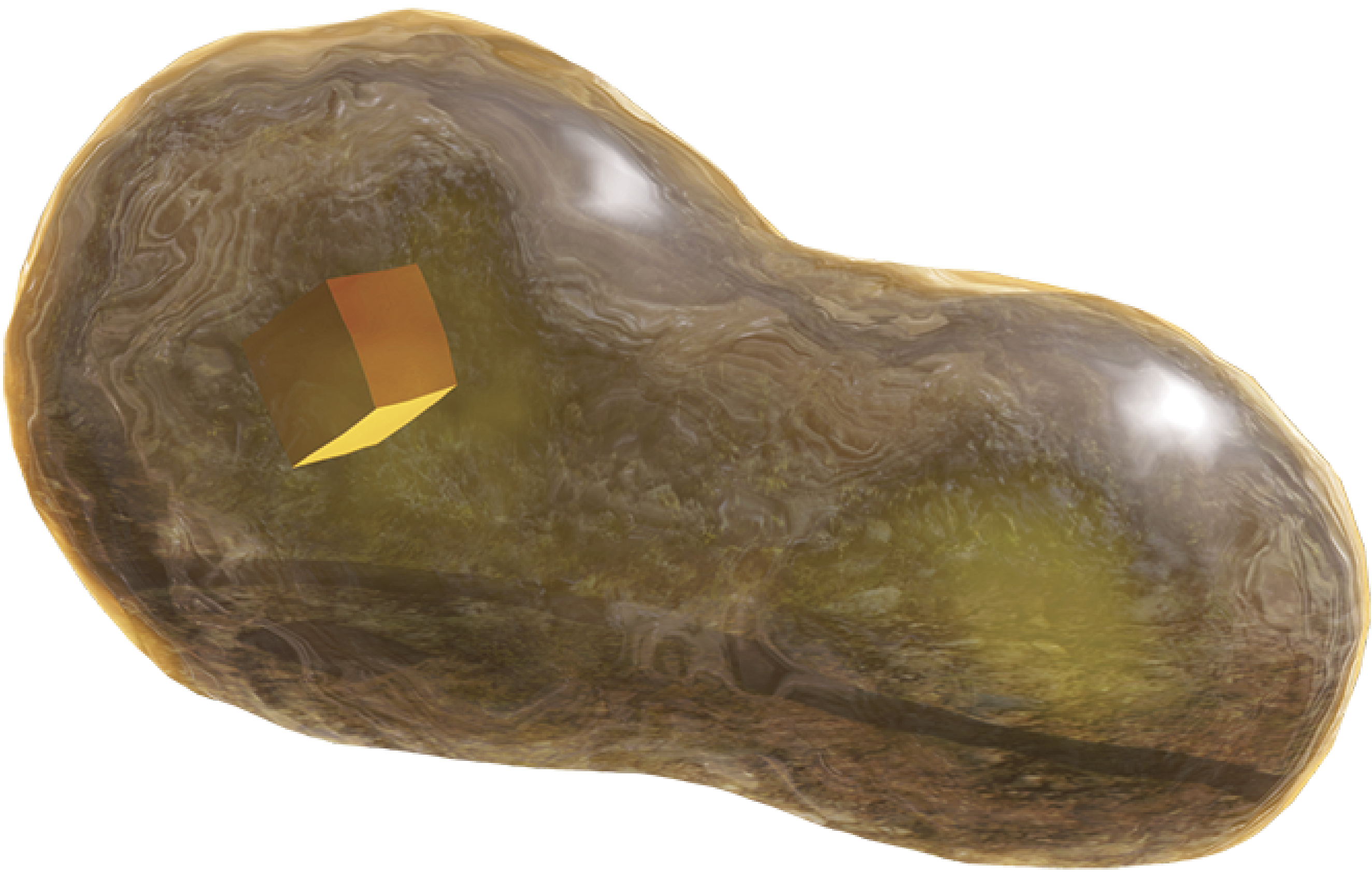
The Plasm Wraith is located in the Formidable Oak. This resilient creature uses spiked appendages to skewer its victims, and is capable of summoning hazardous Elemental Plasms. All Pikmin types are useful against this enemy, so assemble a well-balanced squad before you enter this battle.

When you encounter the Plasm Wraith, use Rock Pikmin to attack the creature from a distance. When the Plasm Wraith begins to fall apart, destroy the puddles of loose plasm before the creature is able to reclaim them.

Rock Pikmin are immune to the Plasm Wraith's direct attacks, so they're your best option for the bulk of the encounter. Once the creature begins summoning Elemental Plasms, however, use the corresponding Pikmin to destroy each hazard. Use Winged Pikmin to attack the Plasm Wraith each time it flies into the air.

Attack the Plasm Wraith to weaken the creature, then destroy the loose plasm to prevent the creature from regaining its strength.

### Mysterious Life-Form



Walkthrough Coverage: Day 23, Day 24

Before the Plasm Wraith reveals its true self, it appears as the Mysterious Life-Form. This giant, slow-moving creature uses its amorphous body to absorb its victims. It's best to simply avoid the Mysterious Life-Form. However, if a battle is unavoidable, wait for the creature to turn an opaque gold color before you attack. When the creature is translucent, attacking Pikmin will simply be absorbed by the Mysterious Life-Form.

## Fruit

Collecting fruit is not only the focus of the mission, it's vital to the crew's survival. When you find a piece of fruit in the game's Story mode, have your Pikmin carry it to the ship to increase the crew's juice supply.

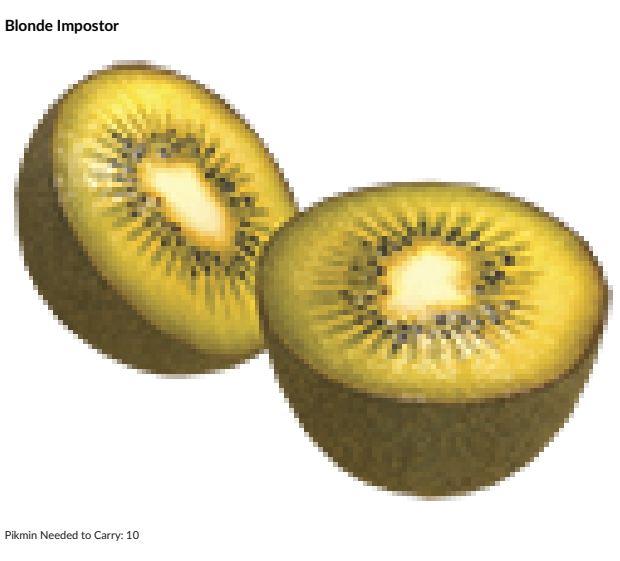
### Astringent Clump

Pikmin Needed to Carry: 10

Resulting Juice: 2.00 canisters

Total Available in Story: 2

### Blonde Impostor

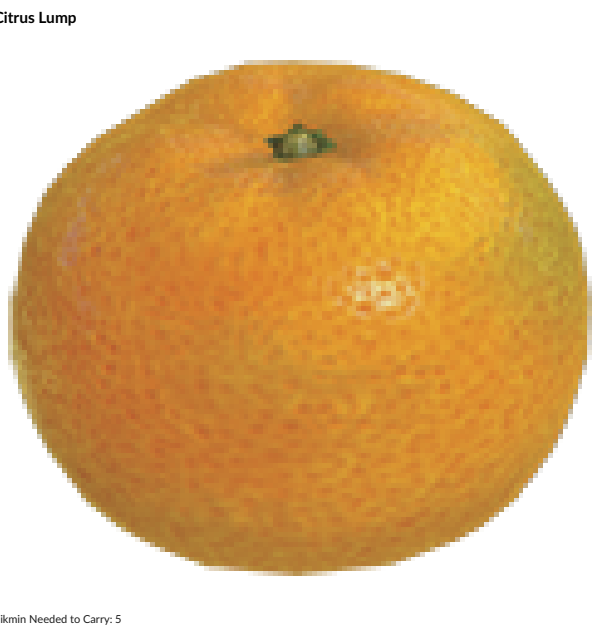


Pikmin Needed to Carry: 10

Resulting Juice: 1.50 canisters

Total Available in Story: 1

### Citrus Lump



Pikmin Needed to Carry: 5

Resulting Juice: 1.50 canisters

Total Available in Story: 4

### Crimson Banquet

Pikmin Needed to Carry: 42

Resulting Juice: 3.00 canisters

Total Available in Story: 1

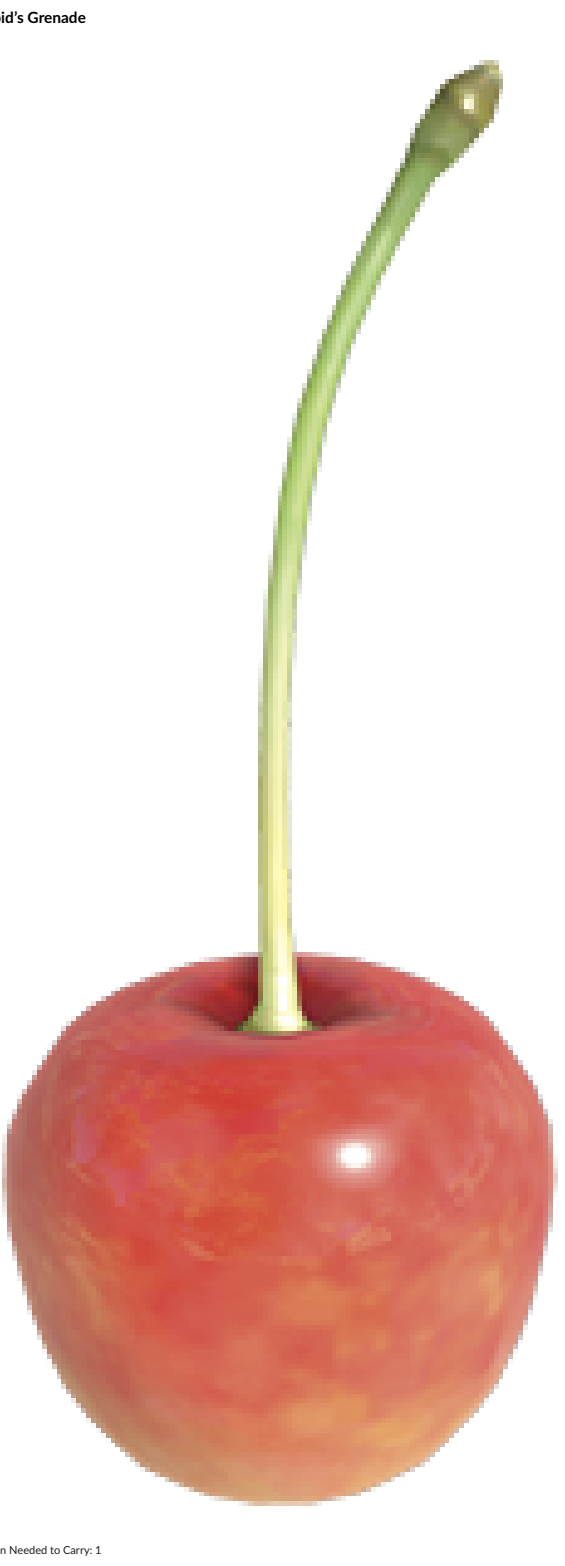
### Crunchy Deluge

Pikmin Needed to Carry: 10

Resulting Juice: 2.00 canisters

Total Available in Story: 1

### Cupid's Grenade



Pikmin Needed to Carry: 1

Resulting Juice: 0.50 canisters

Total Available in Story: 3

### Dapper Blob

Pikmin Needed to Carry: 3

Resulting Juice: 1.00 canisters

Total Available in Story: 3

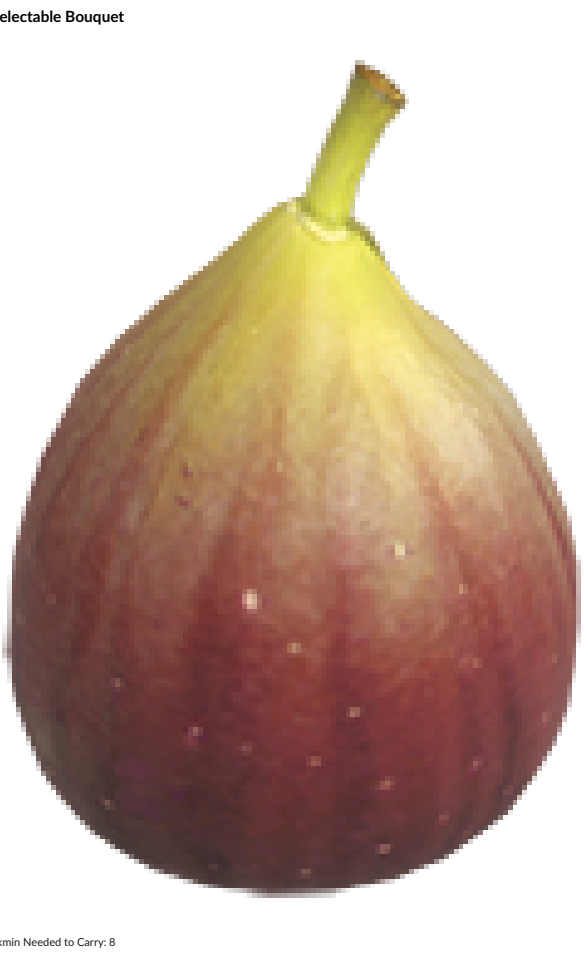
### Dawn Pustules

Pikmin Needed to Carry: 20

Resulting Juice: 1.00 canisters

Total Available in Story: 2

### Delectable Bouquet

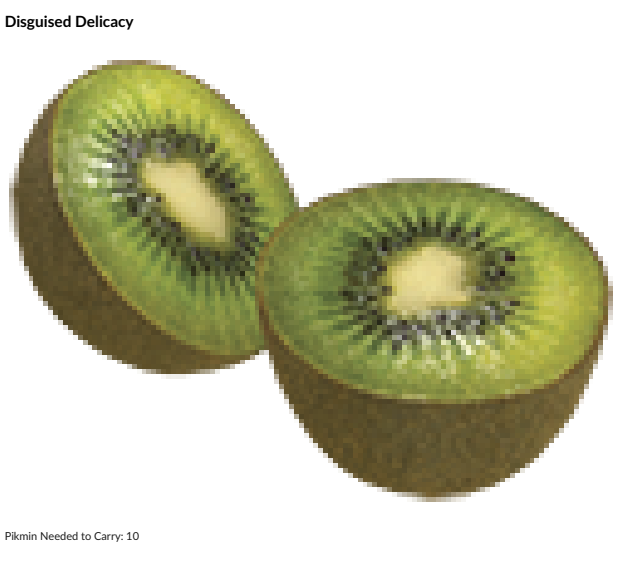


Pikmin Needed to Carry: 8

Resulting Juice: 1.50 canisters

Total Available in Story: 2

### Disguised Delicacy



Pikmin Needed to Carry: 10

Resulting Juice: 1.50 canisters

Total Available in Story: 2

### Dusk Pustules

Pikmin Needed to Carry: 20

Resulting Juice: 1.00 canisters

Total Available in Story: 3

### Face Wrinkler

Pikmin Needed to Carry: 5

Resulting Juice: 1.50 canisters

Total Available in Story: 3

### Firebreathing Feast

Pikmin Needed to Carry: 15

Resulting Juice: 2.50 canisters

Total Available in Story: 1

### Heroine's Tear

Pikmin Needed to Carry: 10

Resulting Juice: 1.50 canisters

Total Available in Story: 1

### Insect Condo

Pikmin Needed to Carry: 10

Resulting Juice: 2.00 canisters

Total Available in Story: 1

### Juicy Gaggle

Pikmin Needed to Carry: 1

Resulting Juice: 0.50 canisters

Total Available in Story: 4

### Lesser Mock Bottom

Pikmin Needed to Carry: 3

Resulting Juice: 1.00 canisters

Total Available in Story: 3

### Mock Bottom

Pikmin Needed to Carry: 10

Resulting Juice: 2.00 canisters

Total Available in Story: 1

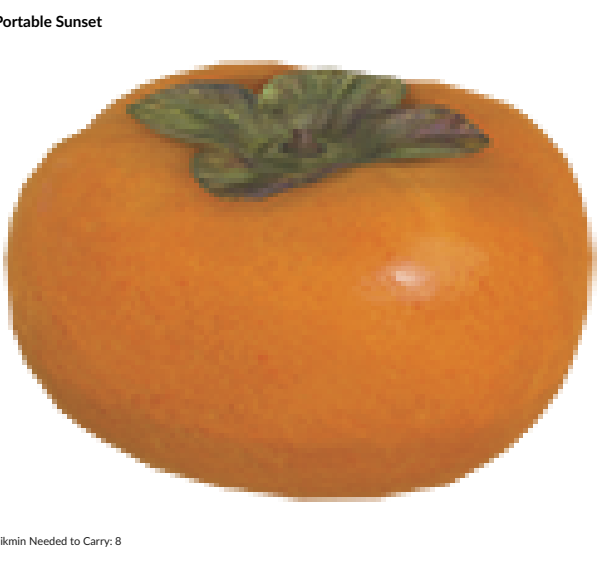
### Pocked Airhead

Pikmin Needed to Carry: 10

Resulting Juice: 2.50 canisters

Total Available in Story: 2

### Portable Sunset



Pikmin Needed to Carry: 8

Resulting Juice: 2.00 canisters

Total Available in Story: 2

### Scaly Custard

Pikmin Needed to Carry: 8

Resulting Juice: 1.50 canisters

Total Available in Story: 2

### Searing Acidshock

Pikmin Needed to Carry: 3

Resulting Juice: 1.00 canisters

Total Available in Story: 4

### Seed Hive

Pikmin Needed to Carry: 10

Resulting Juice: 2.50 canisters

Total Available in Story: 1

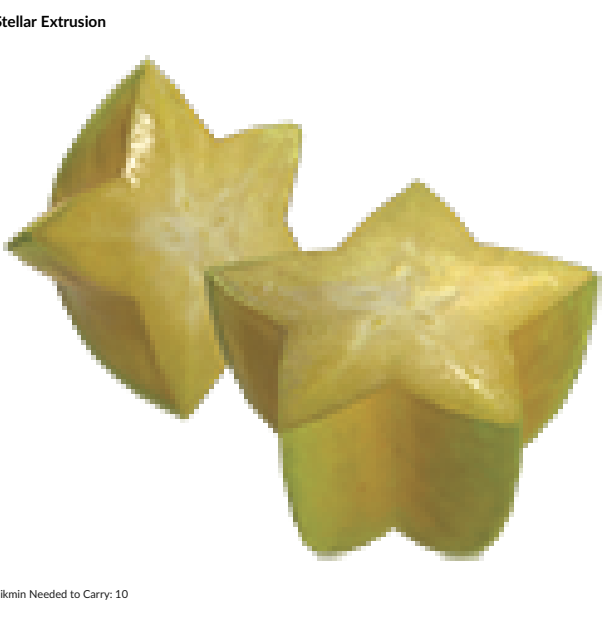
### Slapstick Crescent

Pikmin Needed to Carry: 15

Resulting Juice: 2.50 canisters

Total Available in Story: 1

### Stellar Extrusion



Pikmin Needed to Carry: 10

Resulting Juice: 2.00 canisters

Total Available in Story: 3

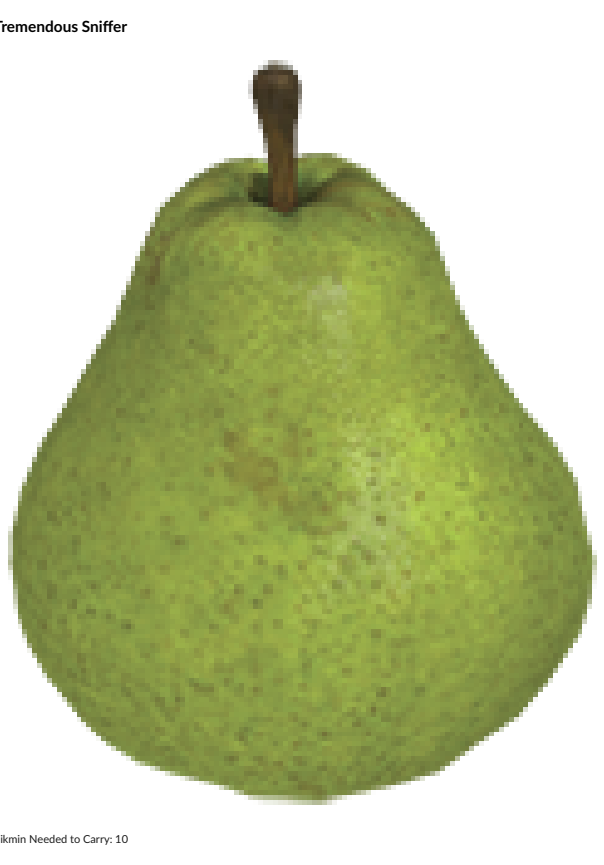
### Sunseed Berry

Pikmin Needed to Carry: 3

Resulting Juice: 1.00 canisters

Total Available in Story: 4

### Tremendous Sniffer



Pikmin Needed to Carry: 10

Resulting Juice: 2.00 canisters

Total Available in Story: 1

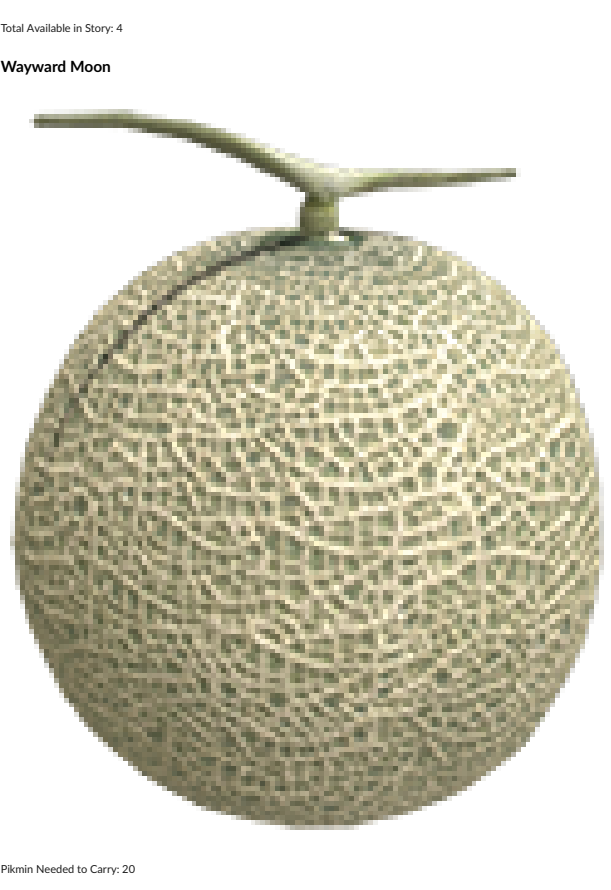
### Velvety Dreamdrop

Pikmin Needed to Carry: 5

Resulting Juice: 1.00 canisters

Total Available in Story: 4

### Wayward Moon



Pikmin Needed to Carry: 20

Resulting Juice: 3.00 canisters

Total Available in Story: 1

### Zest Bomb

Pikmin Needed to Carry: 5

Resulting Juice: 1.50 canisters

Total Available in Story: 3

**Golden Grenade**

The Golden Grenade is a special piece of fruit that does not appear in the game's Story mode.

**Golden Sunseed**

The Golden Sunseed is a special piece of fruit that does not appear in the game's Story mode.

# Equipment

The game's Story mode contains four pieces of optional equipment. Collect this equipment to grant your crew members new abilities.

## Anti-Electrifier

Location: Distant Tundra

Pikmin Needed to Carry: 10

Collecting the Anti-Electrifier makes all crew members immune to electrical damage.

## Dodge Whistle

Location: Distant Tundra

Pikmin Needed to Carry: 10

Collecting the Dodge Whistle allows you to issue dodge commands to your squad. Press  or  to have your squad roll in the corresponding direction.

## Metal Suit Z

Location: Tropical Wilds

Pikmin Needed to Carry: 10

Collecting the Metal Suit Z reduces the damage all crew members take from physical attacks.

## Scorch Guard

Location: Twilight River

Pikmin Needed to Carry: 10

Collecting the Scorch Guard makes all crew members immune to fire damage.

Items and Obstacles

# Devices

You only need to collect enough fruit to keep the crew fed, and collecting equipment is completely optional. The game contains some devices that must be collected in order to progress through the Story mode.

## Data Glutton

Location: Garden of Hope

Pikmin Needed to Carry: 10

Collecting the Data Glutton grants access to the Distant Tundra.

## Folded Data Glutton

Location: Tropical Wilds

Pikmin Needed to Carry: 10

Collecting the Folded Data Glutton grants access to the Twilight River.

### KopPad

After you recover Alph's KopPad, the Wii U GamePad is able to display the in-game map. As you progress through the game, this device also allows you to read collected Data Files, monitor your Pikmin population, review collected fruit, and snap photographs while you're out in the field.

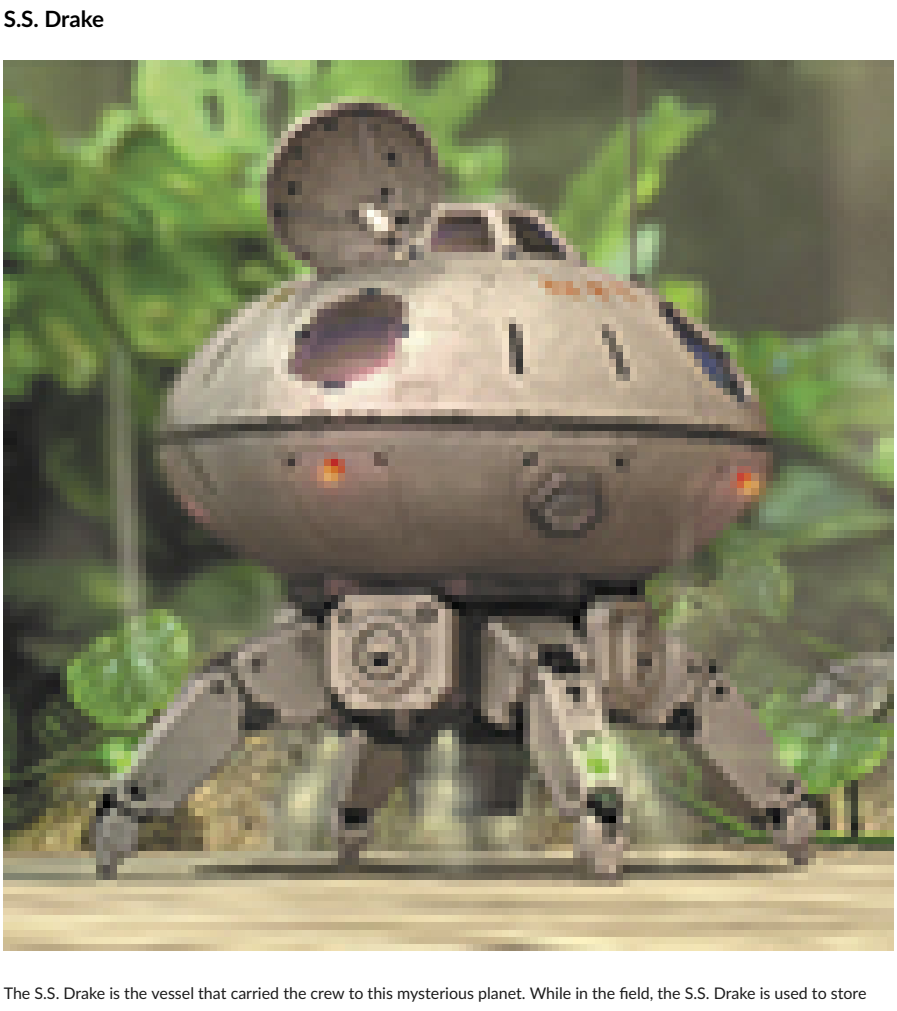
You'll automatically collect the KopPad as you progress through the Day 1 tutorial.

Items and Obstacles

# Important Objects

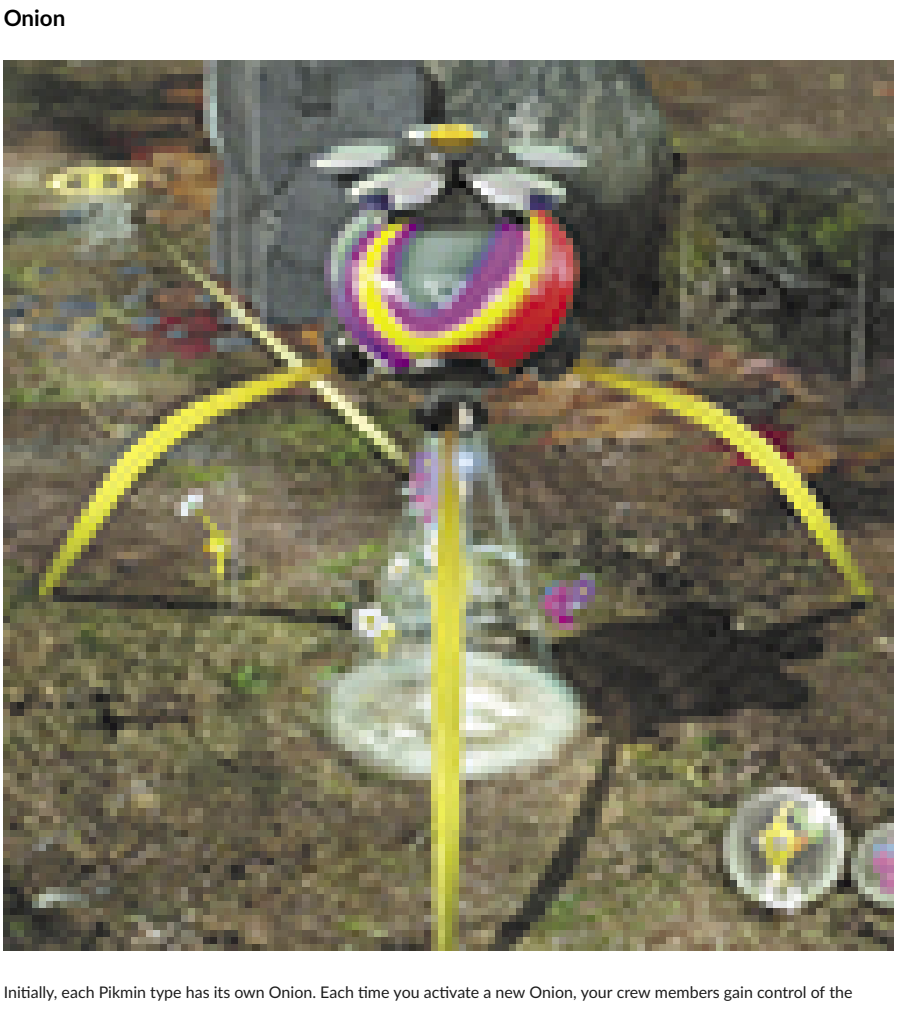
Out in the field, you'll encounter a wide variety of important objects. Understanding when and how to use these objects is essential to your crew's success.

## S.S. Drake



The S.S. Drake is the vessel that carried the crew to this mysterious planet. While in the field, the S.S. Drake is used to store the fruit and equipment your Pikmin manage to collect.

## Onion

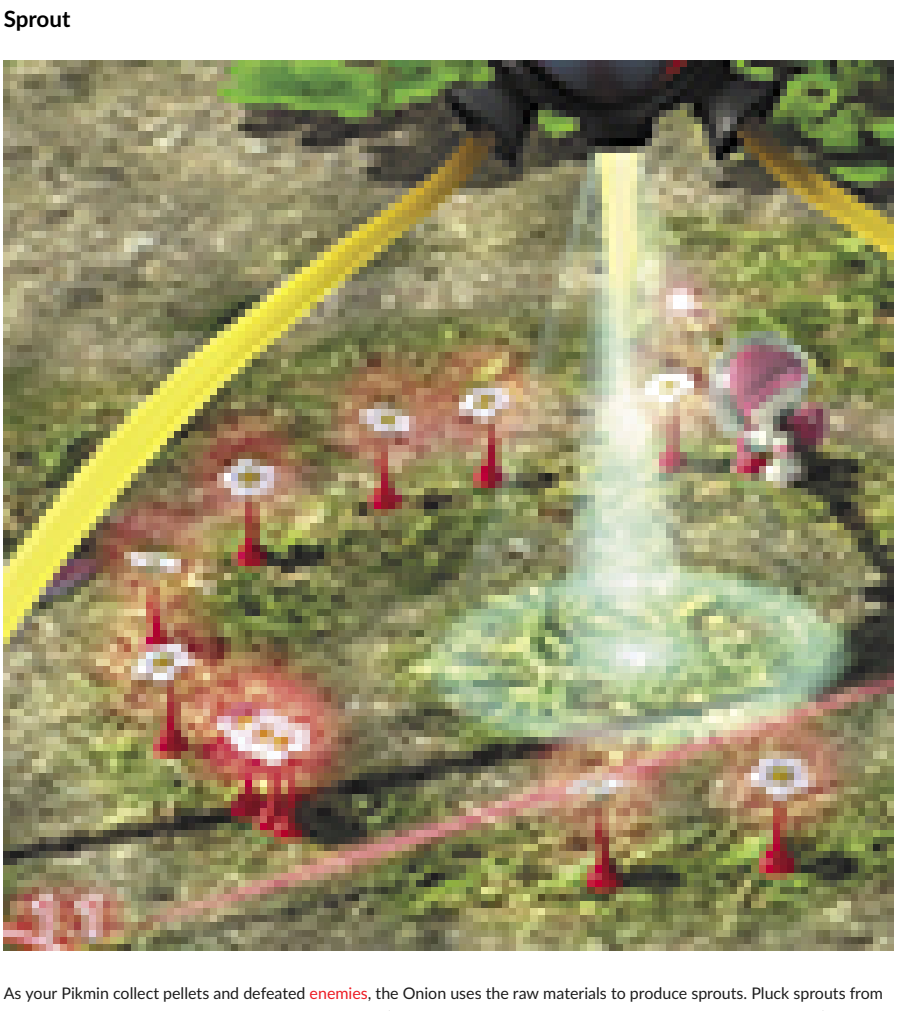


Initially, each Pikmin type has its own Onion. Each time you activate a new Onion, your crew members gain control of the corresponding Pikmin. If you have more than one active Onion, they merge into a single vessel when the day ends. Use the Onion to call Pikmin into the field, or to store Pikmin when they're no longer needed. As Pikmin deliver pellets and defeated enemies to the Onion, the Onion produces new Pikmin in the form of sprouts.

**Note**

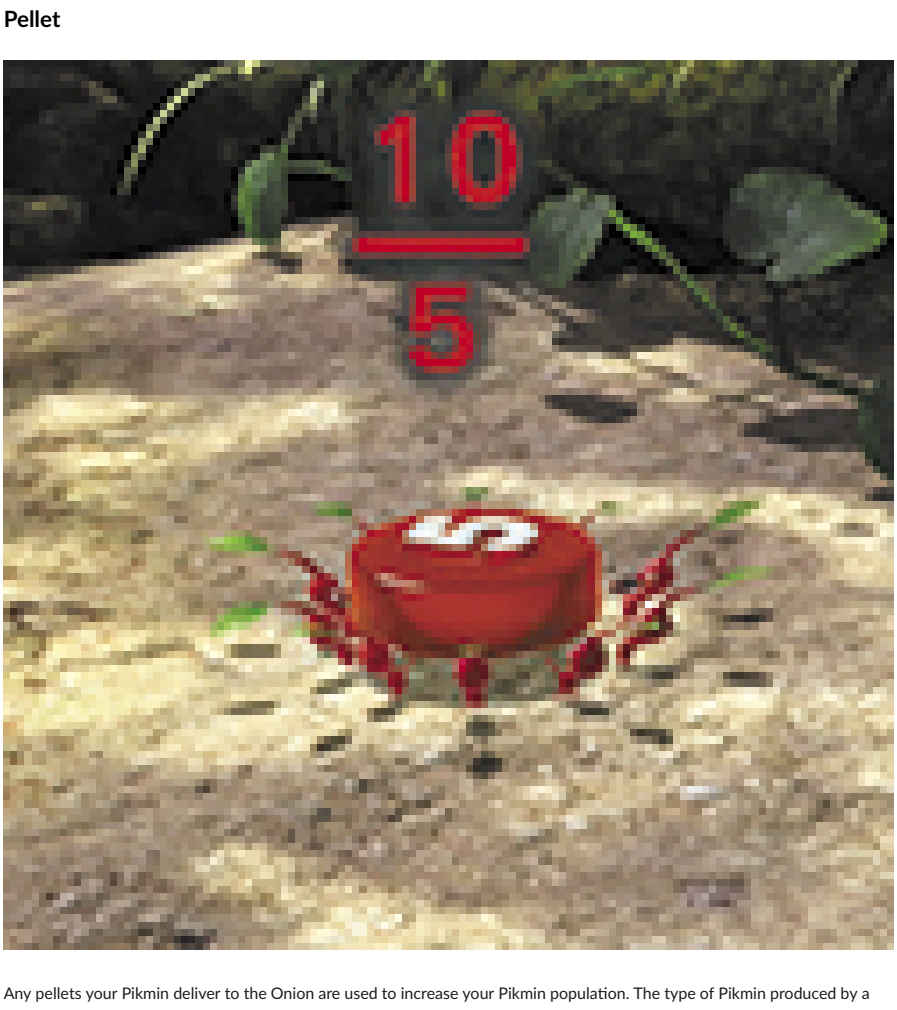
There can be only 100 Pikmin outside of the Onion at any given time. This cap applies to sprouts and wild Pikmin, as well as any Pikmin you've called into the field.

## Sprout



As your Pikmin collect pellets and defeated enemies, the Onion uses the raw materials to produce sprouts. Pluck sprouts from the ground to unearth new Pikmin. Over time, a sprout's leaf grows into a bud, eventually blossoming into a flower. It's not always practical to wait for a sprout to bloom, but doing so yields fully matured Pikmin.

## Pellet

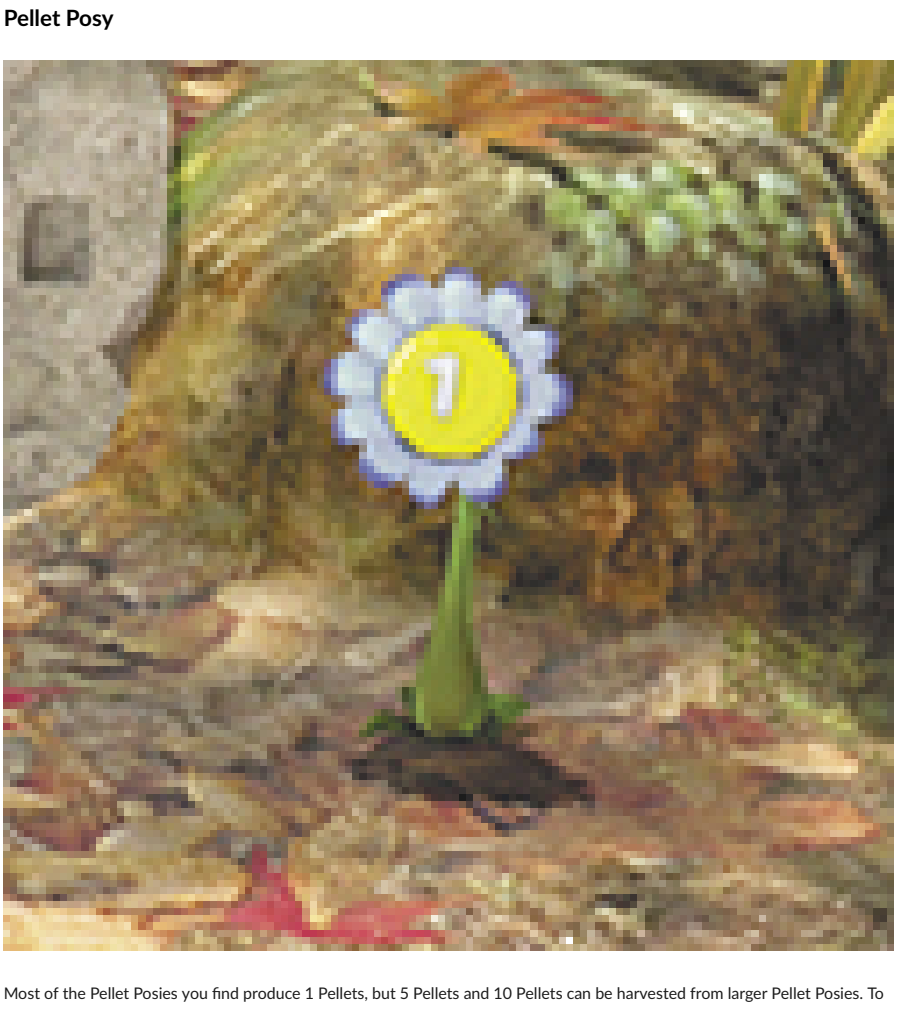


Any pellets your Pikmin deliver to the Onion are used to increase your Pikmin population. The type of Pikmin produced by a pellet is determined by the type of Pikmin that deliver it. Pellets come in three sizes: 1 Pellets, 5 Pellets, and 10 Pellets. The number on each pellet determines the minimum amount of Pikmin needed to carry it.

**Note**

The Pikmin type a pellet produces is determined by the Pikmin that carry it to the Onion. A pellet always yields more sprouts when it's delivered by the Pikmin type that matches the pellet's color.

## Pellet Posy

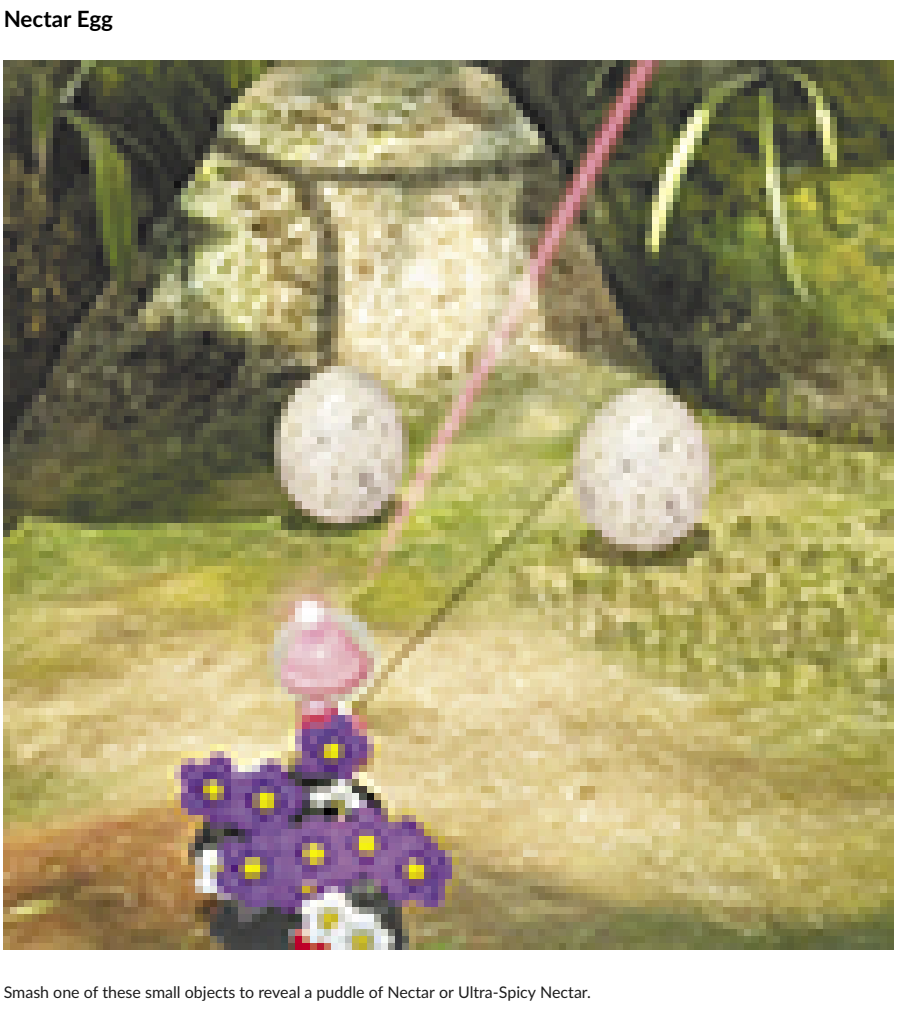


Most of the Pellet Posies you find produce 1 Pellets, but 5 Pellets and 10 Pellets can be harvested from larger Pellet Posies. To quickly destroy a small Pellet Posy, toss a single Pikmin directly onto the top of its flower. Larger Pellet Posies are more durable and should generally be attacked by multiple Pikmin.

**Tip**

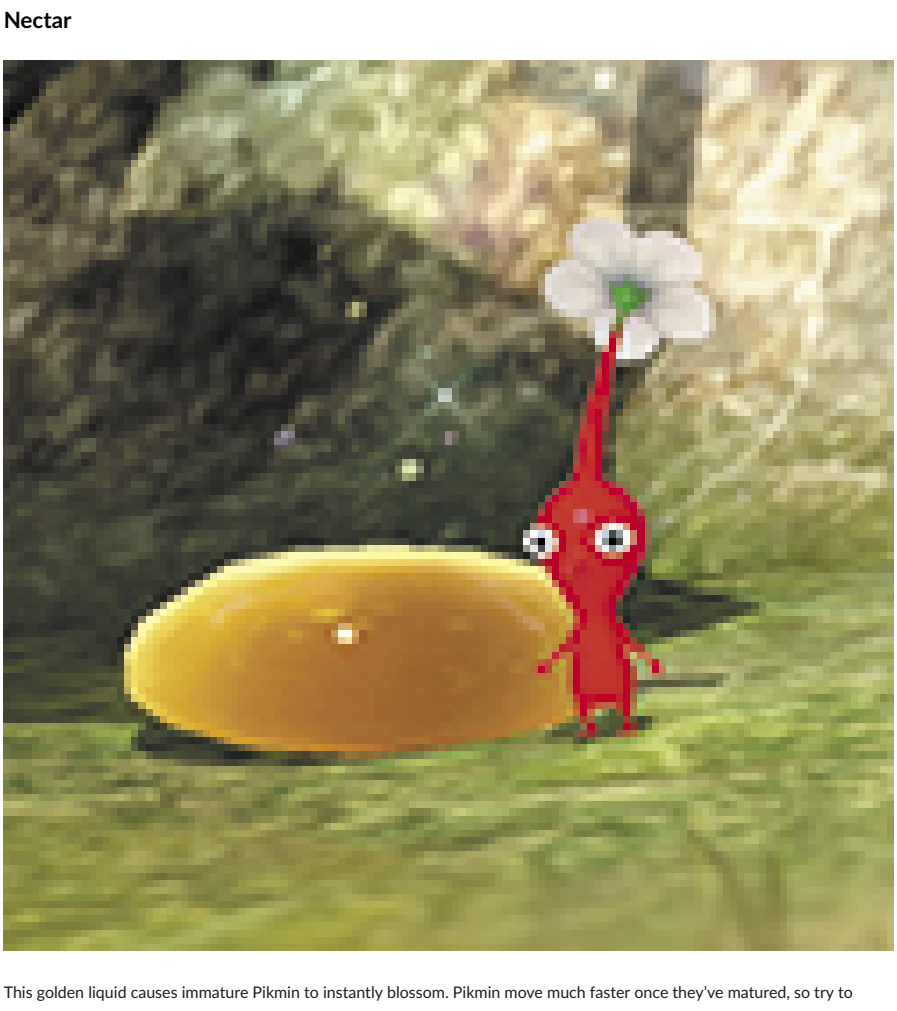
Although some Pellet Posies only produce a single type of pellet, many will cycle through the colors of all available Pikmin. When you destroy one of these Pellet Posies, its pellet stops changing color. Time your attack to ensure you receive the desired pellet.

## Nectar Egg



Smash one of these small objects to reveal a puddle of Nectar or Ultra-Spicy Nectar.

## Nectar

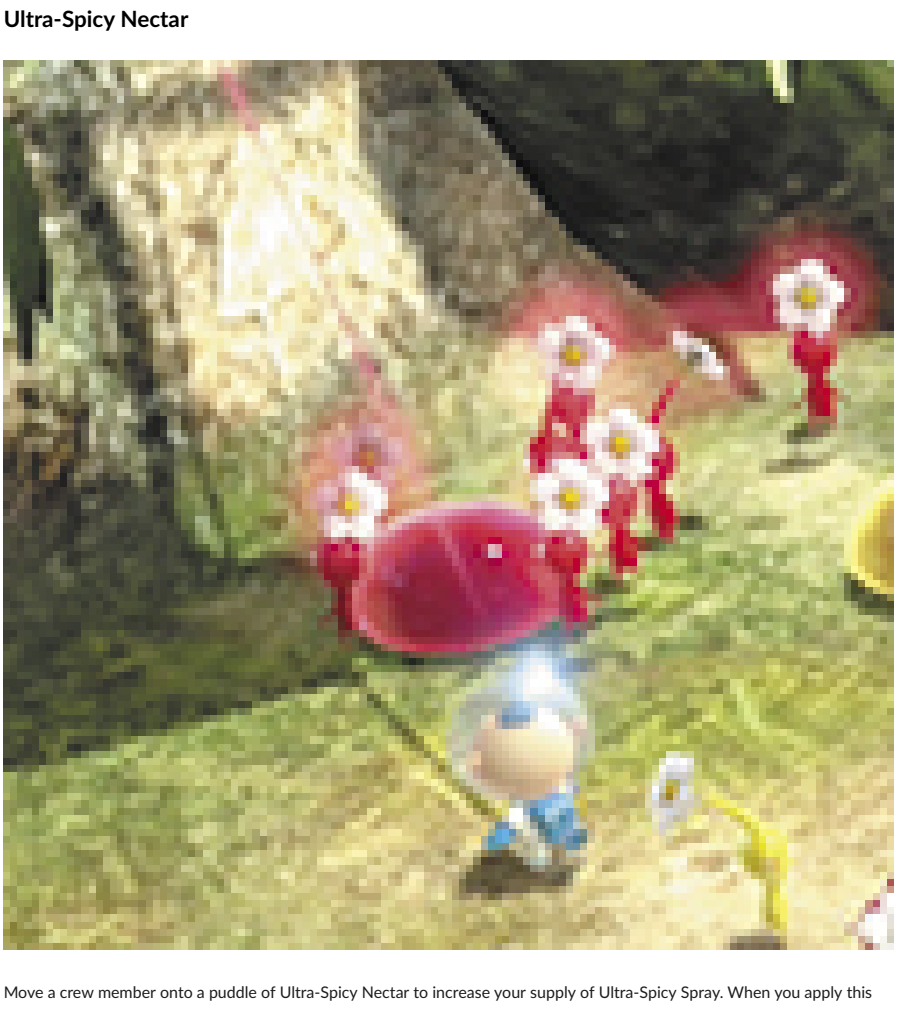


This golden liquid causes immature Pikmin to instantly blossom. Pikmin move much faster once they've matured, so try to make use of any Nectar you find.

**Note**

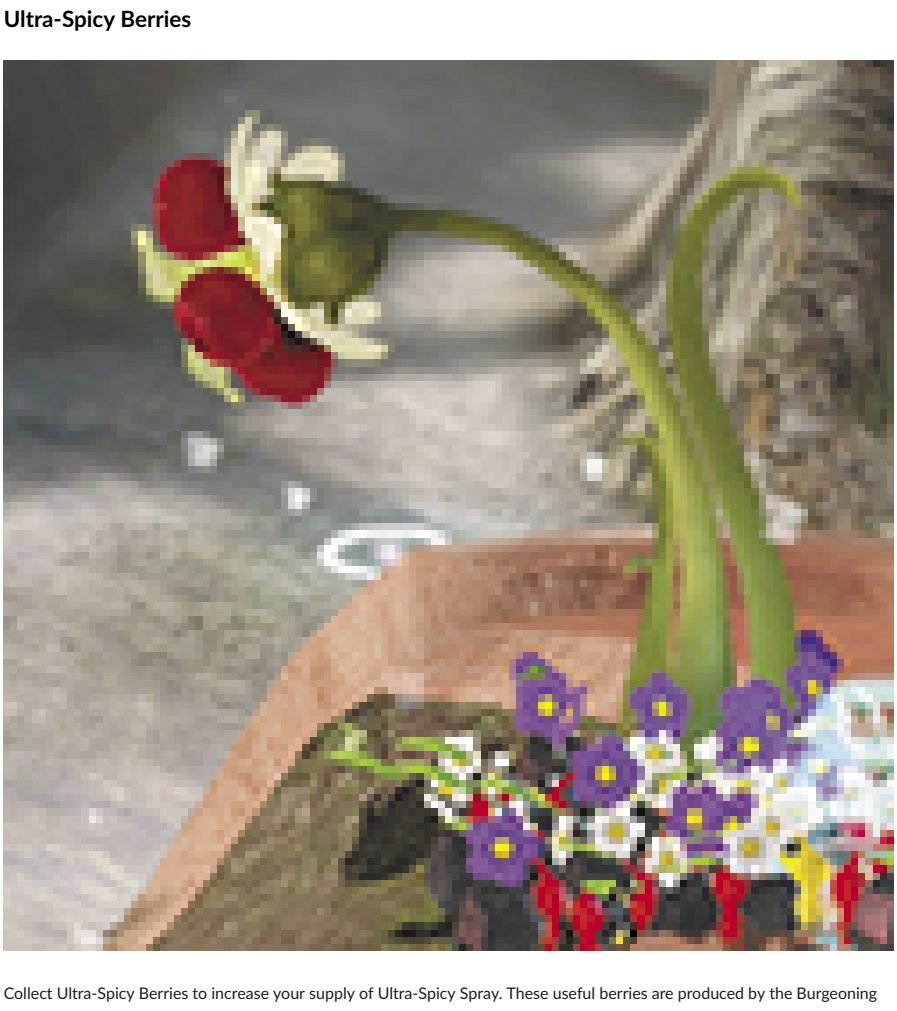
Nectar can be found in Nectar Eggs, but it's also dropped by certain enemies.

## Ultra-Spicy Nectar



Move a crew member onto a puddle of Ultra-Spicy Nectar to increase your supply of Ultra-Spicy Spray. When you apply this red liquid to your squad, the affected Pikmin gain a temporary boost to their attack power. As an added bonus, any immature Pikmin affected by the spray will instantly bloom.

## Ultra-Spicy Berries

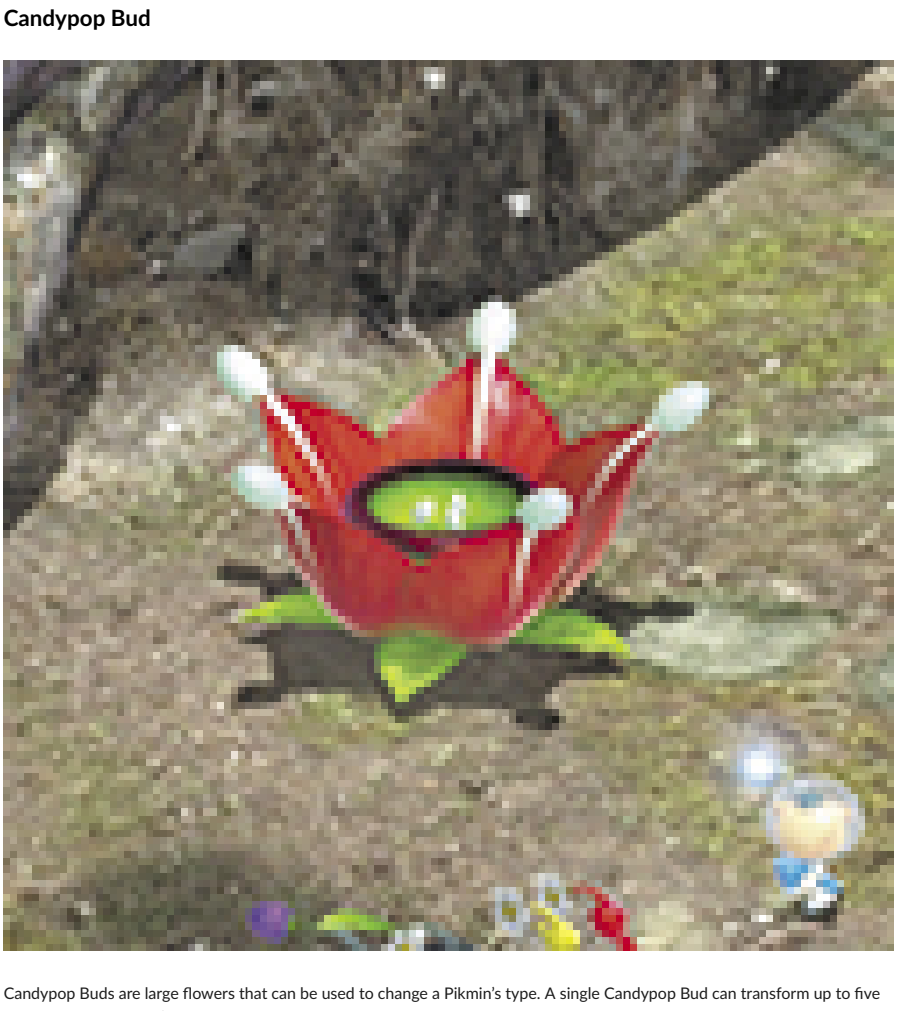


Collect Ultra-Spicy Berries to increase your supply of Ultra-Spicy Spray. These useful berries are produced by the Burgeoning Spiderworts located throughout the game. It takes several Ultra-Spicy Berries to process a dose of Ultra-Spicy Spray, but collecting these items is well worth your time.

**Note**

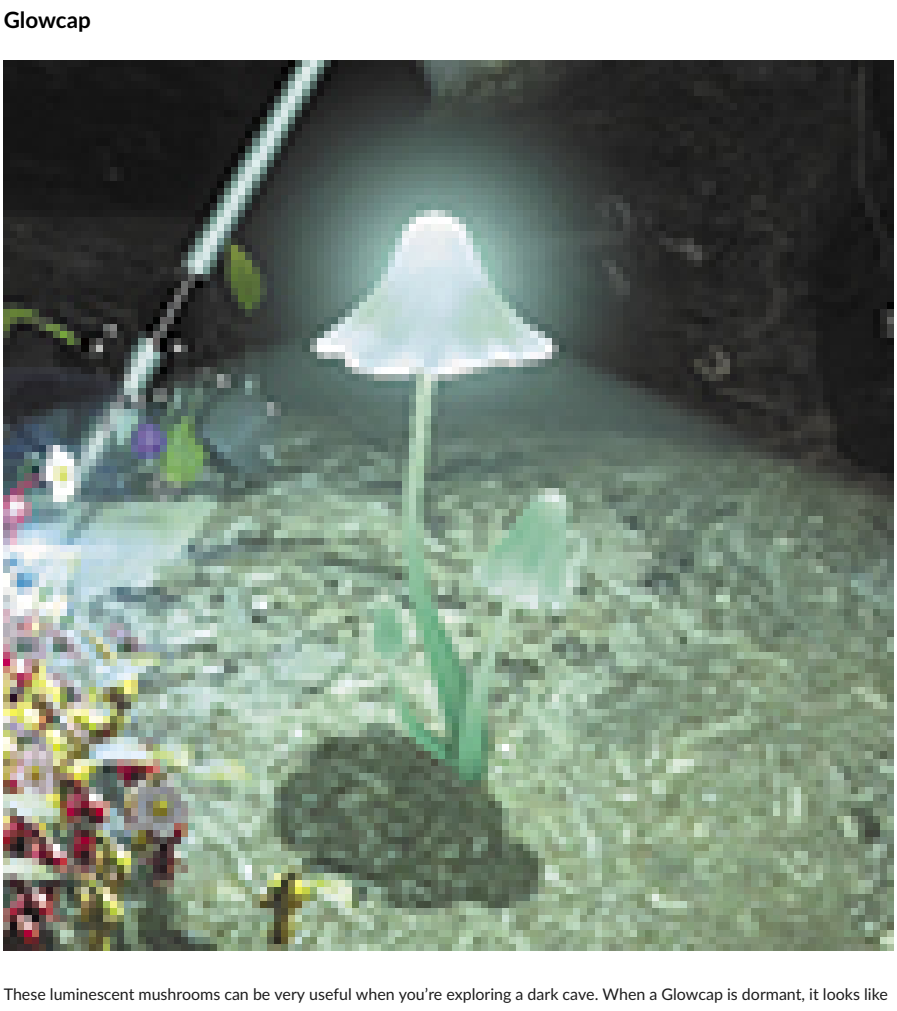
Once a Burgeoning Spiderwort is picked clean, it takes some time for new Ultra-Spicy Berries to appear.

## Candypop Bud



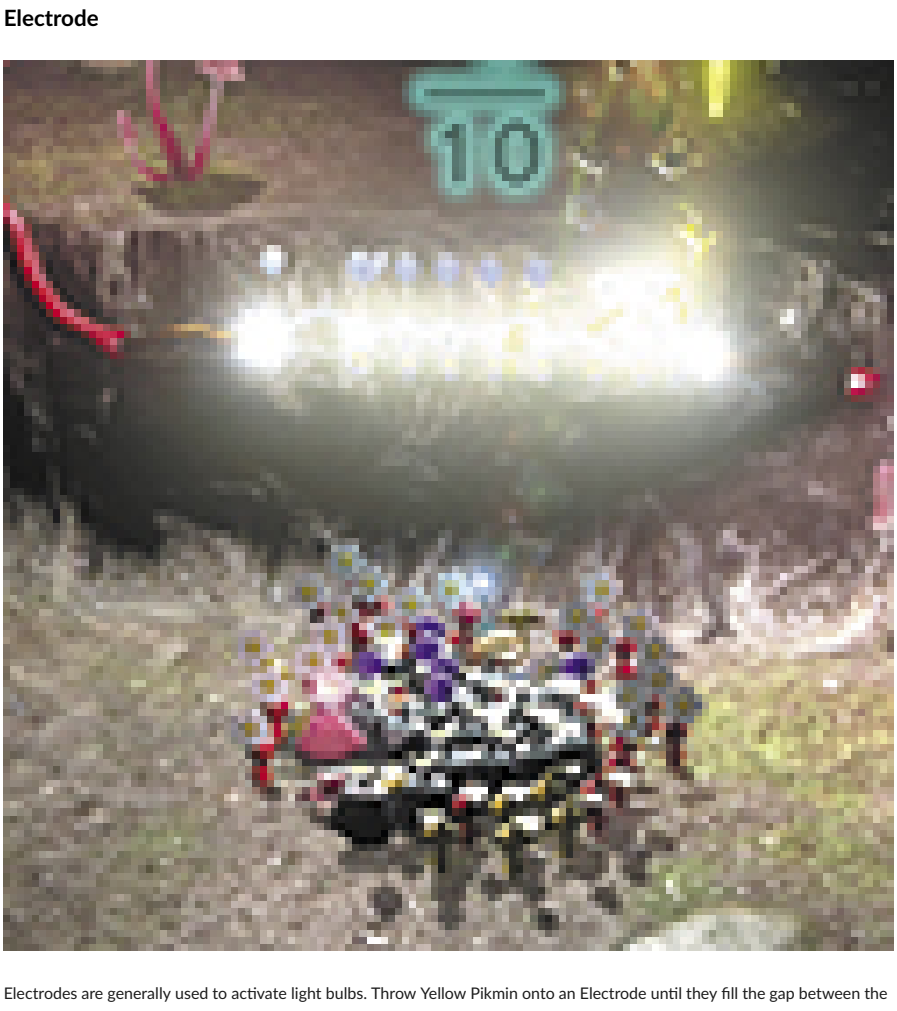
Candypop Buds are large flowers that can be used to change a Pikmin's type. A single Candypop Bud can transform up to five Pikmin, and the flower's color determines which type of Pikmin it will produce.

## Glowcap



These luminescent mushrooms can be very useful when you're exploring a dark cave. When a Glowcap is dormant, it looks like nothing more than a spot of light on the ground. When you pass over a dormant Glowcap, however, it springs out of the ground and illuminates the immediate area.

## Electrode

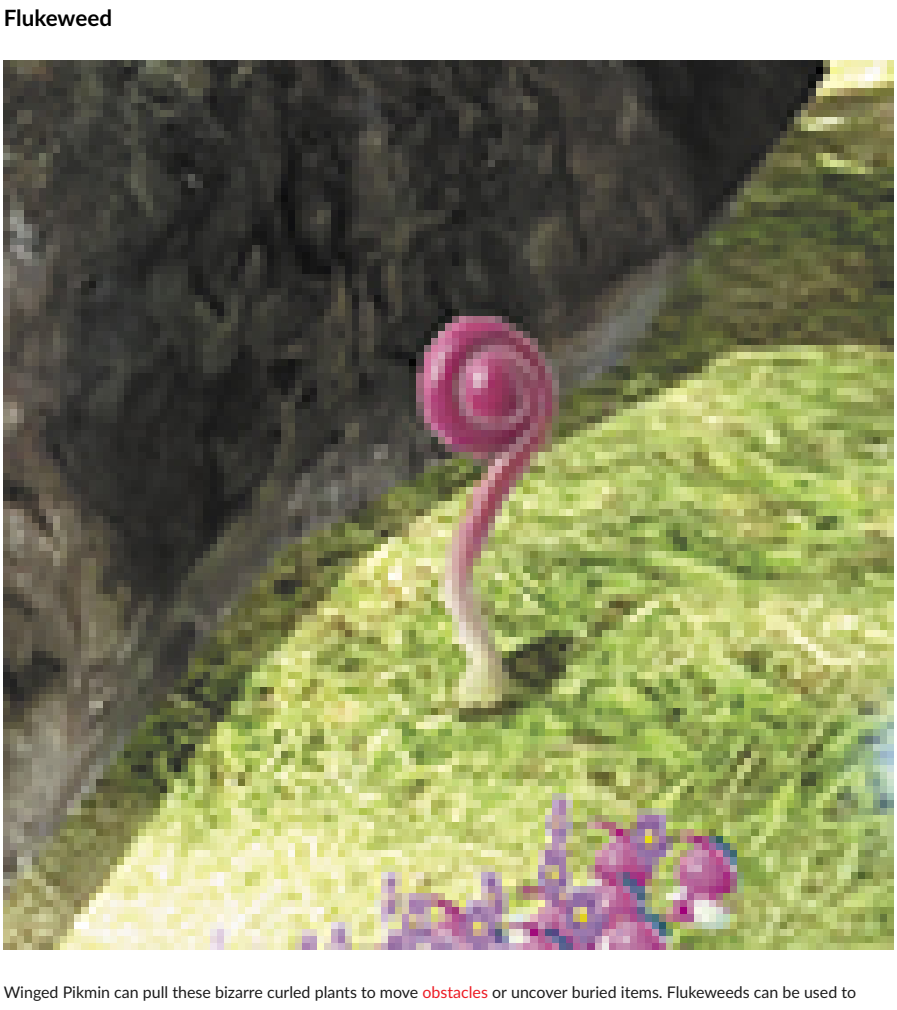


Electrodes are generally used to activate light bulbs. Throw Yellow Pikmin onto an Electrode until they fill the gap between the exposed wires. When the circuit is complete, the Electrode powers the attached object.

**Tip**

Any immature Yellow Pikmin used to activated an Electrode will instantly blossom.

## Flukeweed

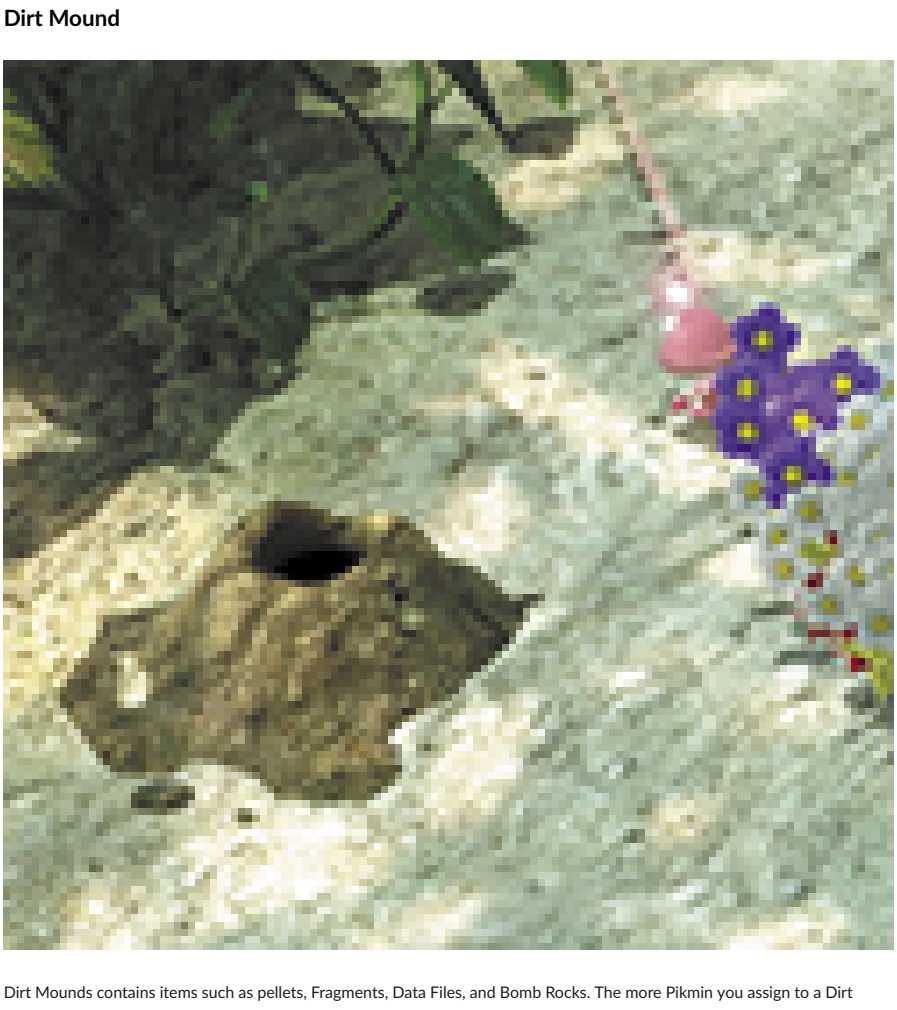


Winged Pikmin can pull these bizarre curled plants to move obstacles or uncover buried items. Flukeweeds can be used to unearth pellets, fruit, Nectar Eggs, Bomb Rocks, and more.

**Caution**

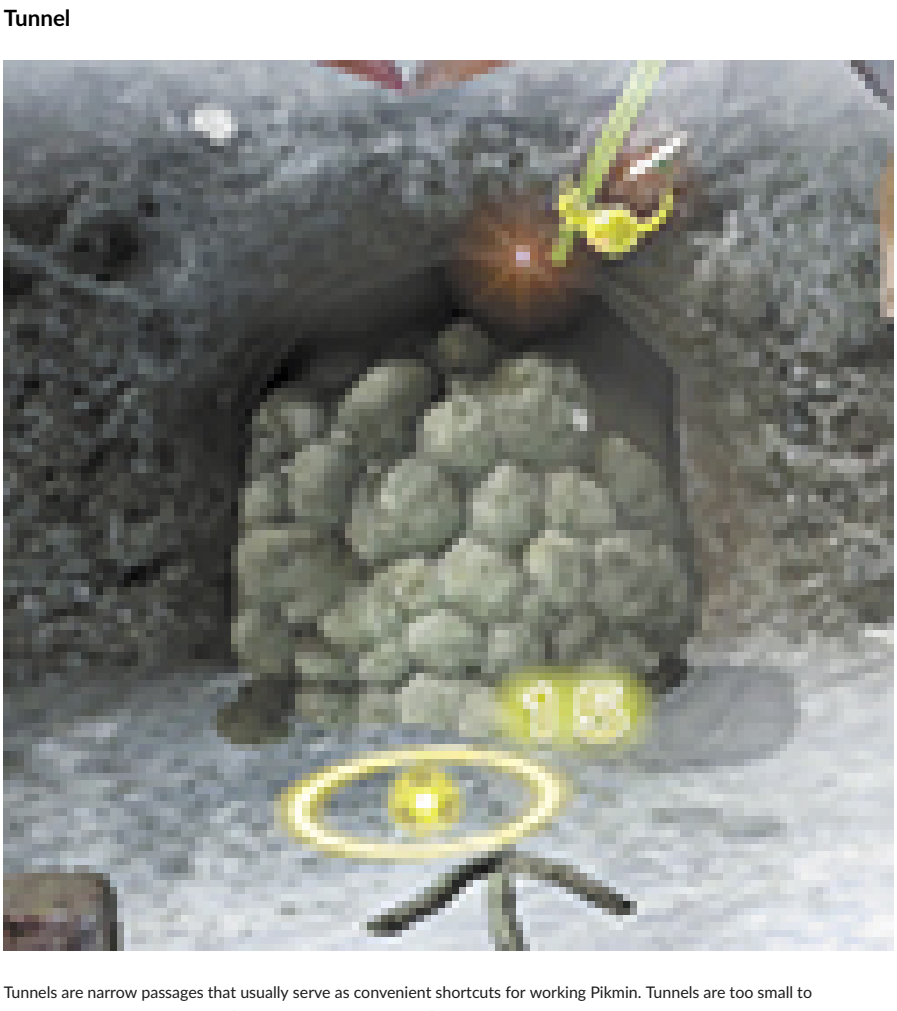
Some Flukeweeds are attached to burrowed enemies.

## Dirt Mound



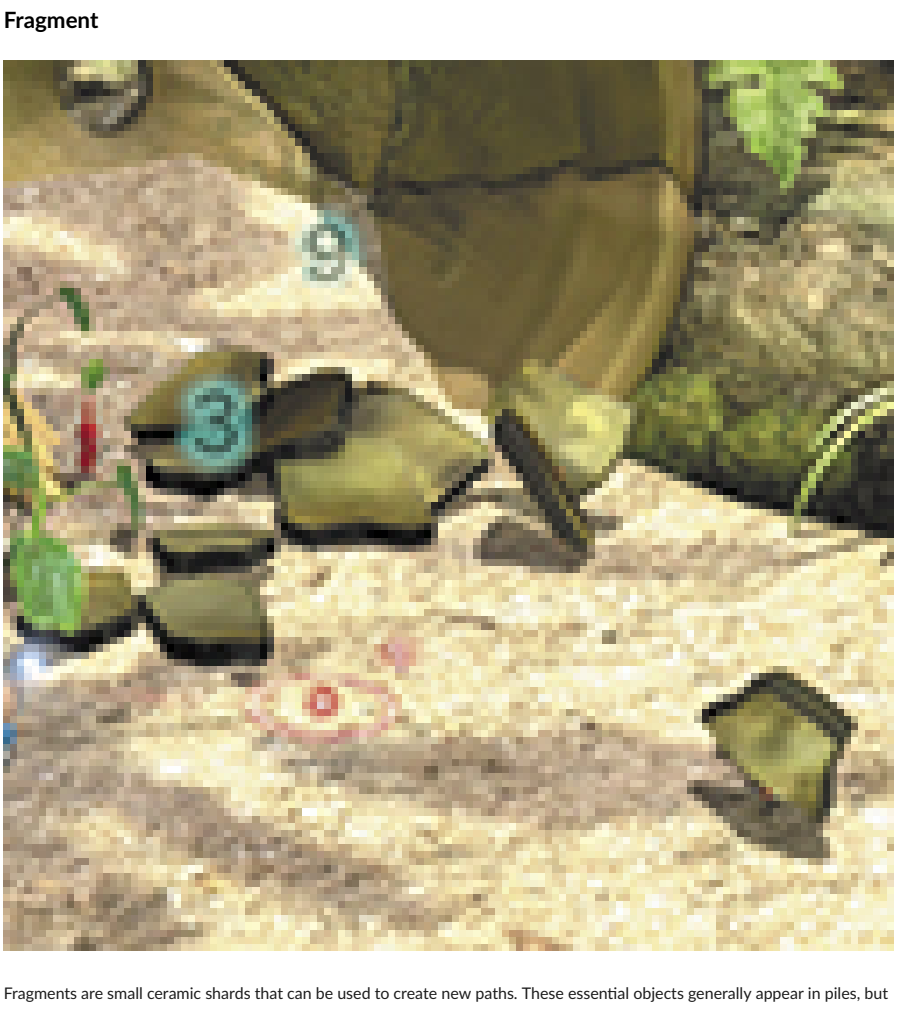
Dirt Mounds contains items such as pellets, Fragments, Data Files, and Bomb Rocks. The more Pikmin you assign to a Dirt Mound, the faster the buried objects will be recovered.

## Tunnel



Tunnels are narrow passages that usually serve as convenient shortcuts for working Pikmin. Tunnels are too small to accommodate many of the game's collectable items, but they're perfect for Pikmin assigned to move objects like Fragments or Ultra-Spicy Berries. To open a Tunnel, simply have a few Pikmin clear the loose dirt from the passage.

## Fragment

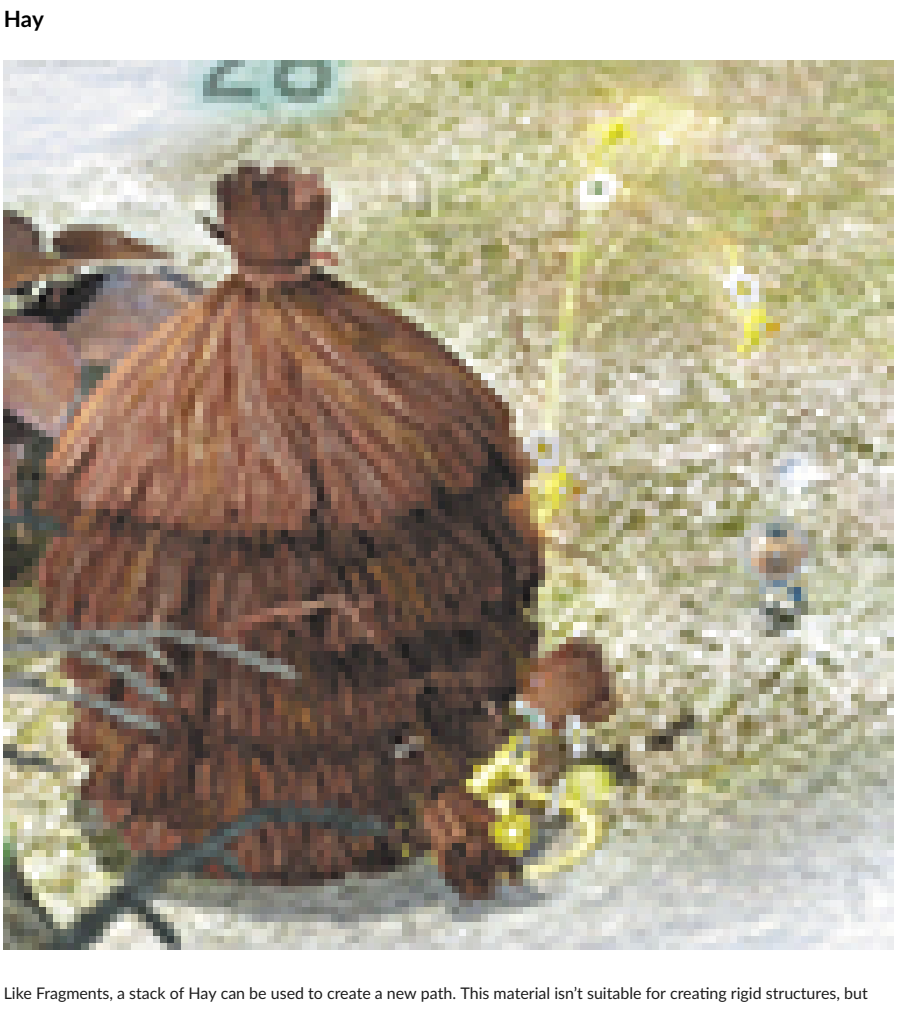


Fragments are small ceramic shards that can be used to create new paths. These essential objects generally appear in piles, but they can sometimes be found by searching Dirt Mounds. Fragments are almost always used to construct bridges, but there is one point in the Story mode when they're used to rebuild a broken pot. Any Pikmin assigned to a Fragment pile will continue working until all of the available Fragments have been assembled.

**Note**

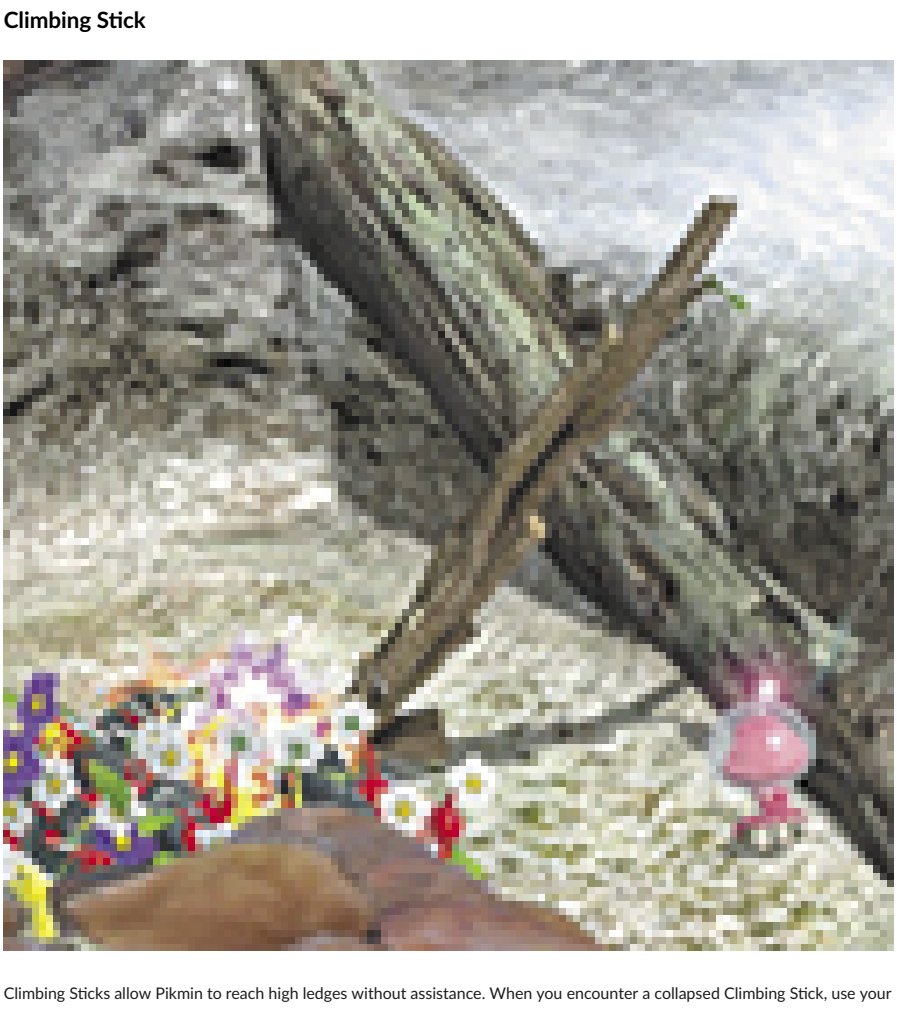
A single pile rarely contains enough Fragments to create a new path. In most cases, you'll find additional Fragments piled in a nearby location or buried under a Dirt Mound.

## Hay



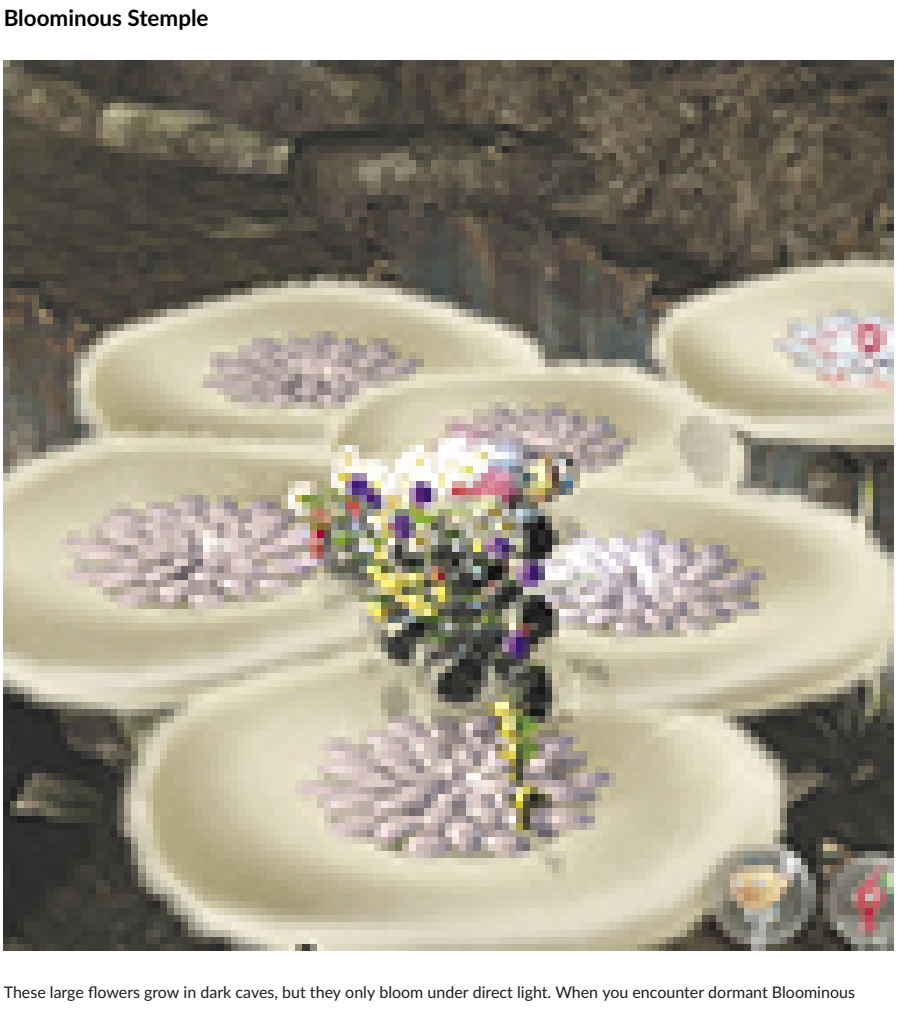
Like Fragments, a stack of Hay can be used to create a new path. This material isn't suitable for creating rigid structures, but your Pikmin can pile Hay into a serviceable ramp.

## Climbing Stick



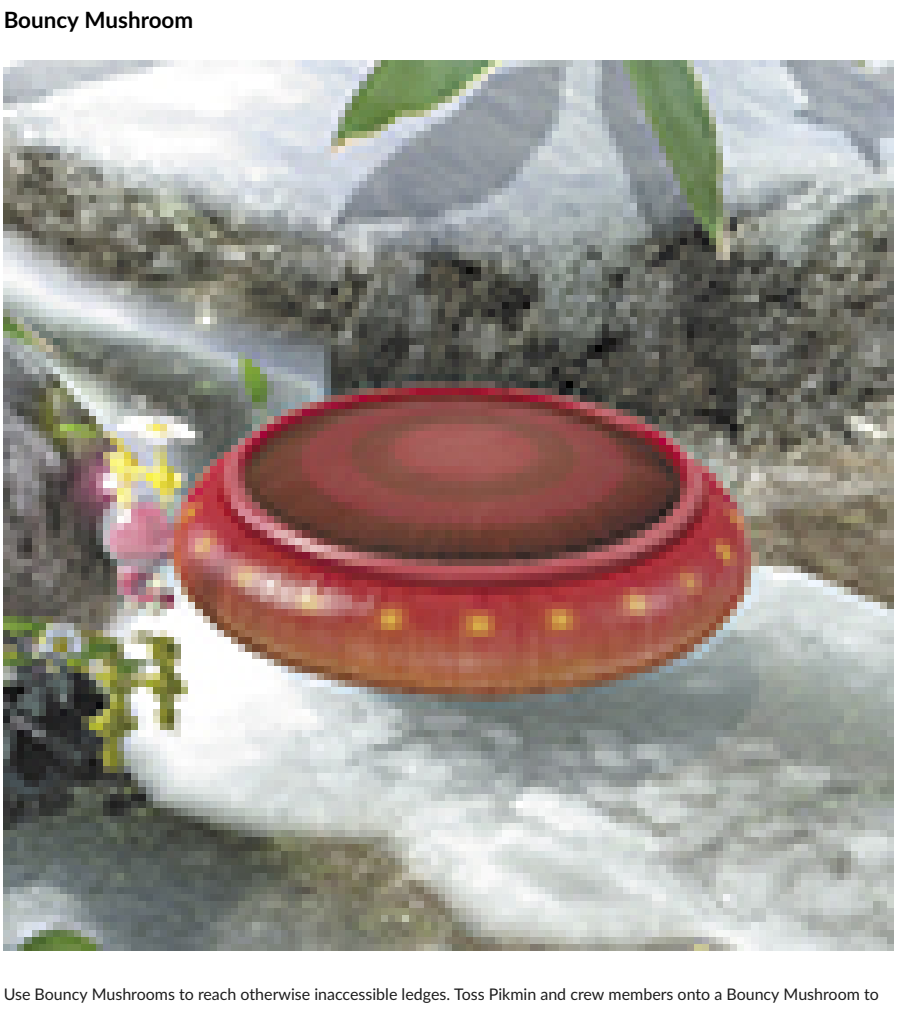
Climbing Sticks allow Pikmin to reach high ledges without assistance. When you encounter a collapsed Climbing Stick, use your Pikmin to assemble twigs piled around its base. Once all of the twigs are in place, any Pikmin assigned to the task automatically scale the fully extended Climbing Stick.

## Bloominous Stemple



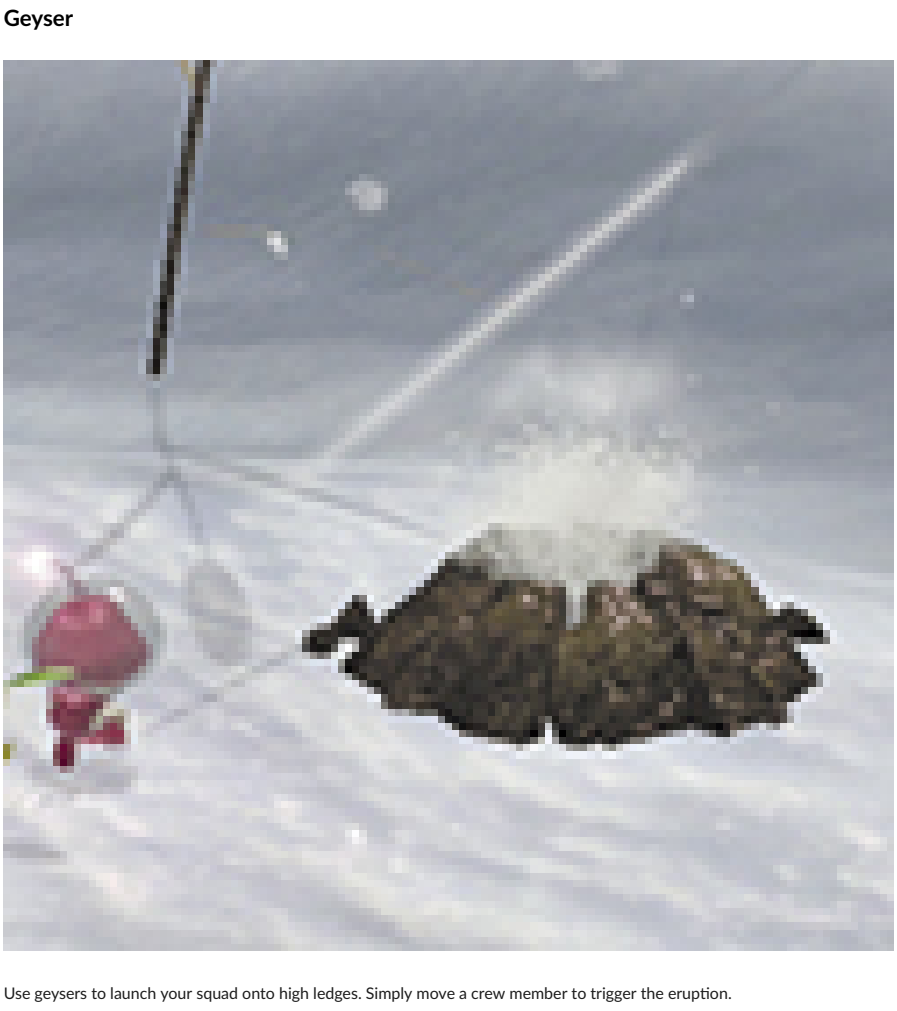
These large flowers grow in dark caves, but they only bloom under direct light. When you encounter dormant Bloominous Stemples, search for a nearby Electrode. Activate the Electrode to illuminate the cave and open the Bloominous Stemples. When these flowers bloom, they generally create new paths between ledges or platforms.

## Bouncy Mushroom



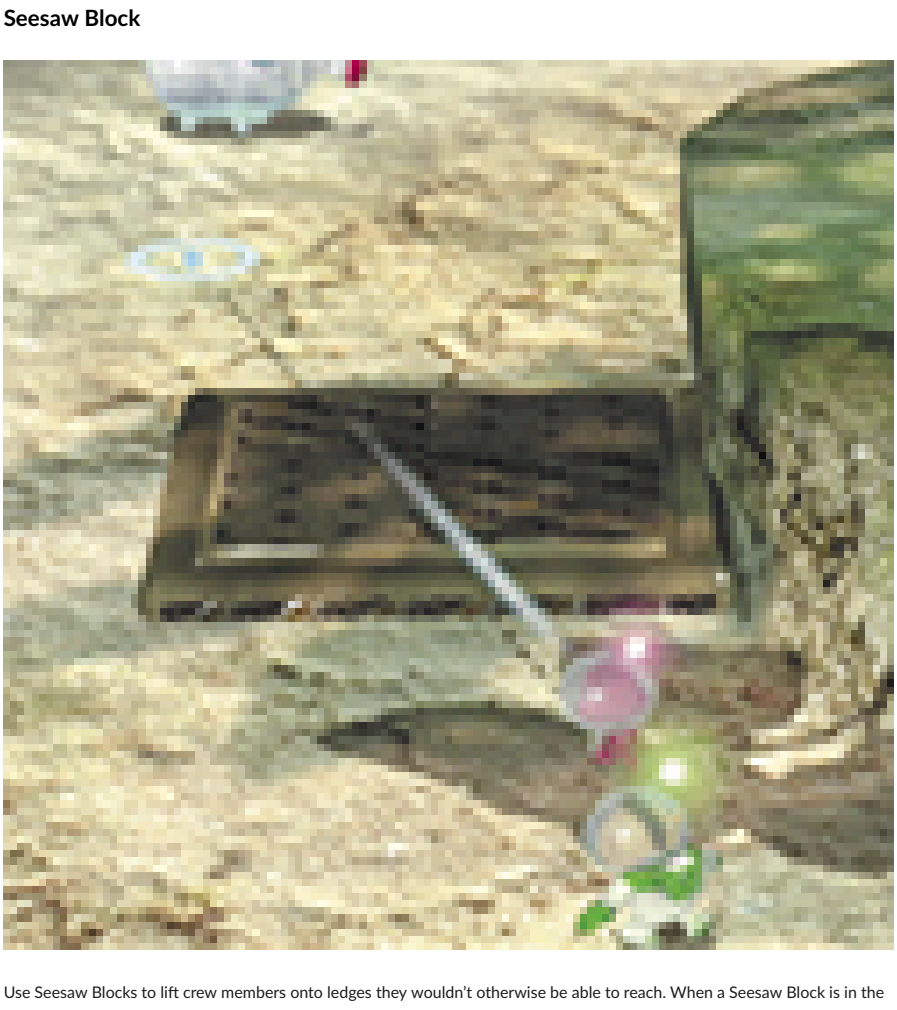
Use Bouncy Mushrooms to reach otherwise inaccessible ledges. Toss Pikmin and crew members onto a Bouncy Mushroom to launch them through the air. If you use a ledge or platform to climb onto a Bouncy Mushroom, your squad automatically follows you when you're launched to your destination.

## Geyser



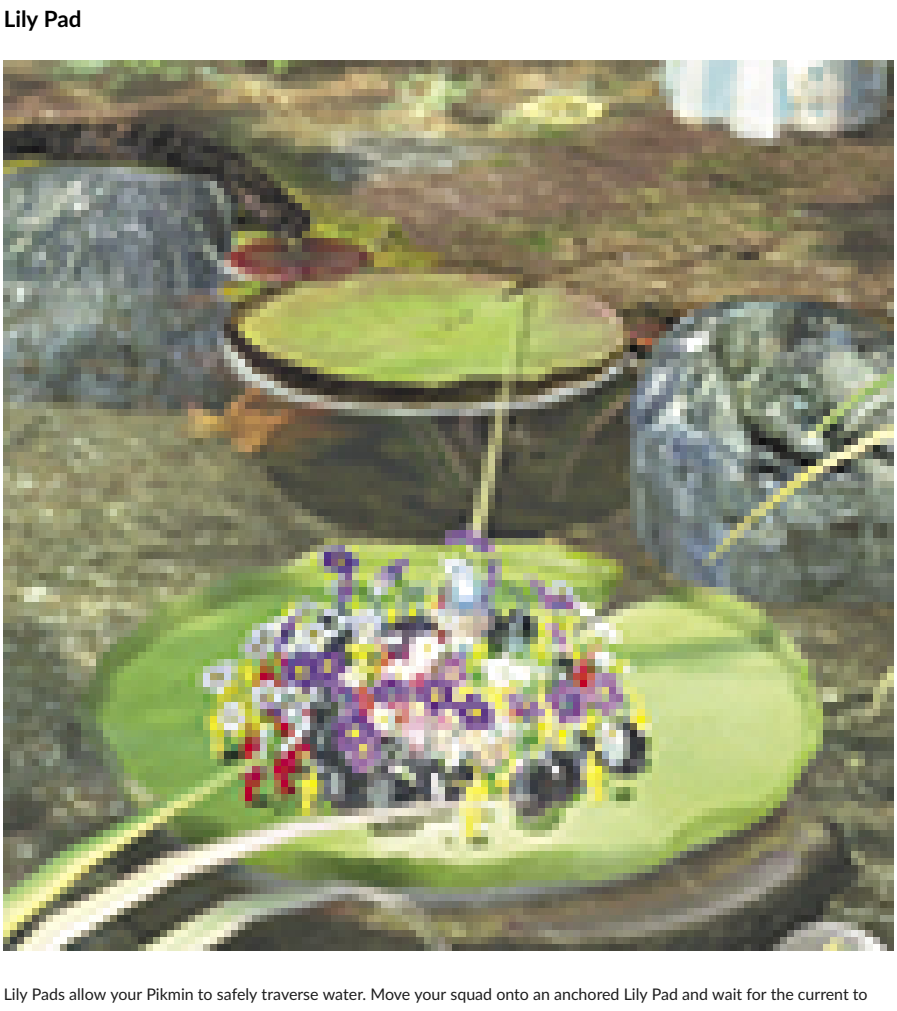
Use geysers to launch your squad onto high ledges. Simply move a crew member to trigger the eruption.

## Seesaw Block



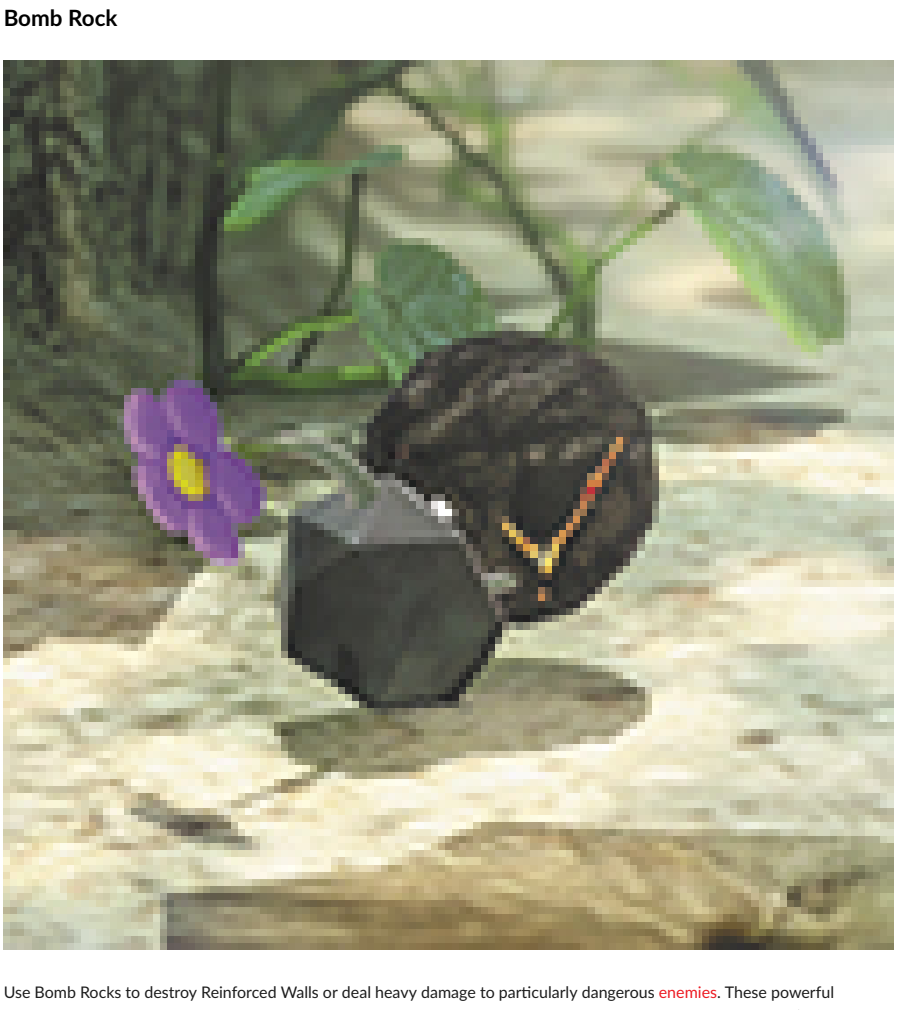
Use Seesaw Blocks to lift crew members onto ledges they wouldn't otherwise be able to reach. When a Seesaw Block is in the lowered position, it means a nearby Seesaw Block is in the raised position. Toss Pikmin onto a raised Seesaw Block to force it into the ground—this causes the connected Seesaw Block to move into the raised position.

## Lily Pad



Lily Pads allow your Pikmin to safely traverse water. Move your squad onto an anchored Lily Pad and wait for the current to carry another Lily Pad into range. Follow the on-screen prompts to Leap between Lily Pads until you reach the desired location.

## Bomb Rock

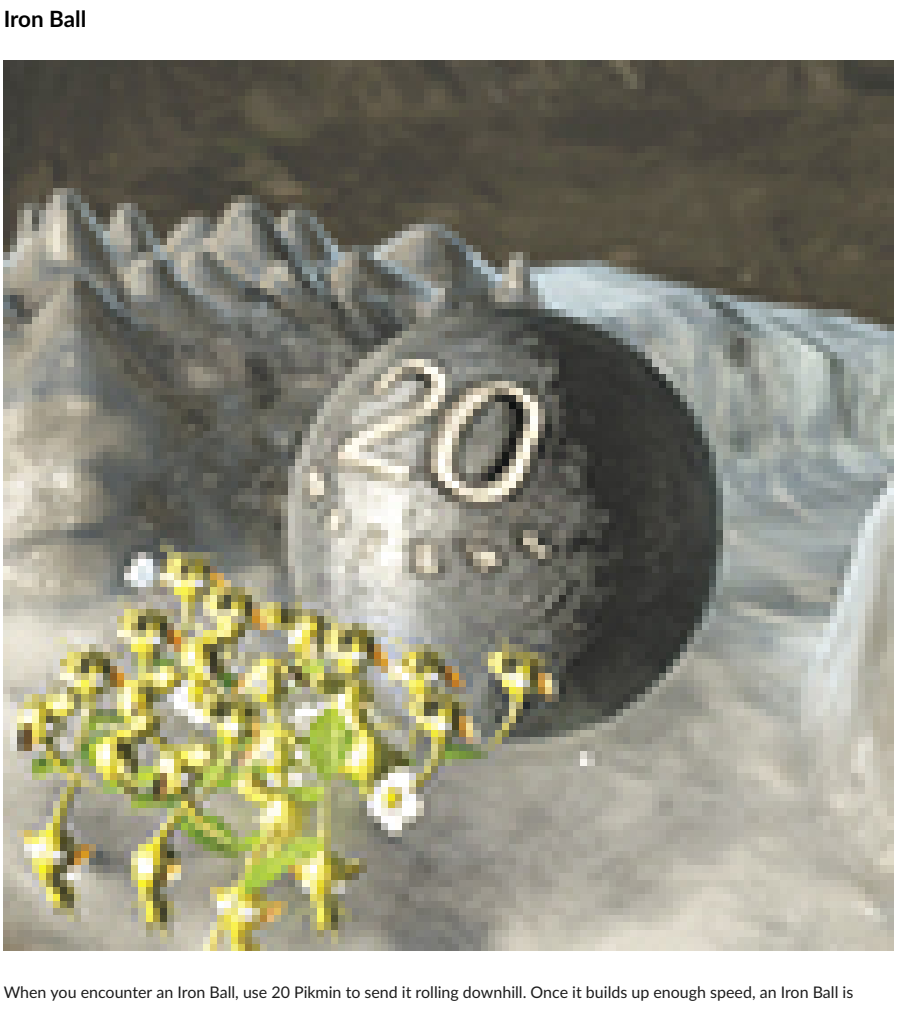


Use Bomb Rocks to destroy Reinforced Walls or deal heavy damage to particularly dangerous enemies. These powerful explosives are usually hidden within Dirt Mounds. All Pikmin types can carry Bomb Rocks, but while they do, they're treated as a separate Pikmin type. To use a Bomb Rock, simply throw the Pikmin that's holding it. It takes a few seconds for a Bomb Rock to detonate, giving your Pikmin just enough time to get clear of the explosion.

**Caution**

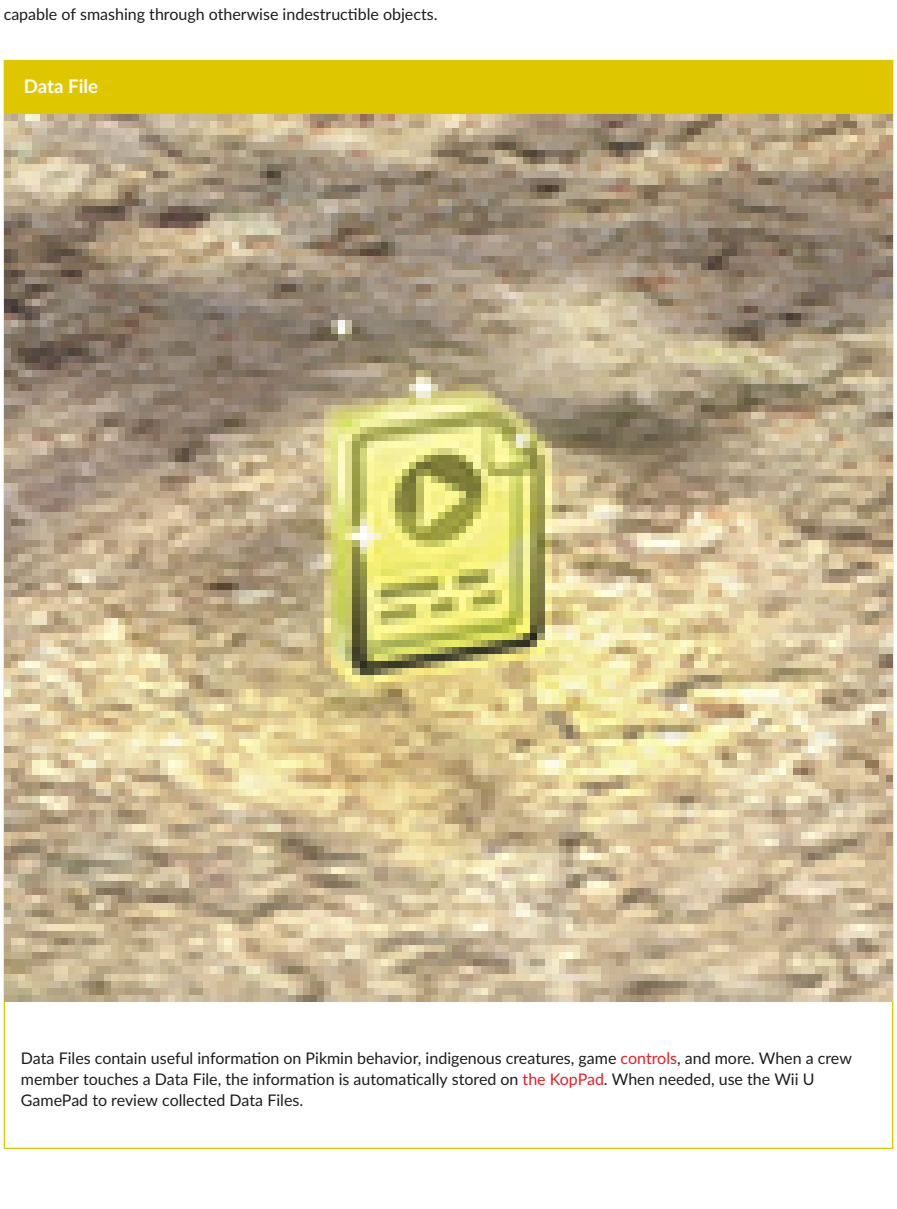
Bomb Rocks are very useful, but they must be handled with care. An unplanned detonation is capable of wiping out your entire squad.

## Iron Ball



When you encounter an Iron Ball, use 20 Pikmin to send it rolling downhill. Once it builds up enough speed, an Iron Ball is capable of smashing through otherwise indestructible objects.

**Data File**

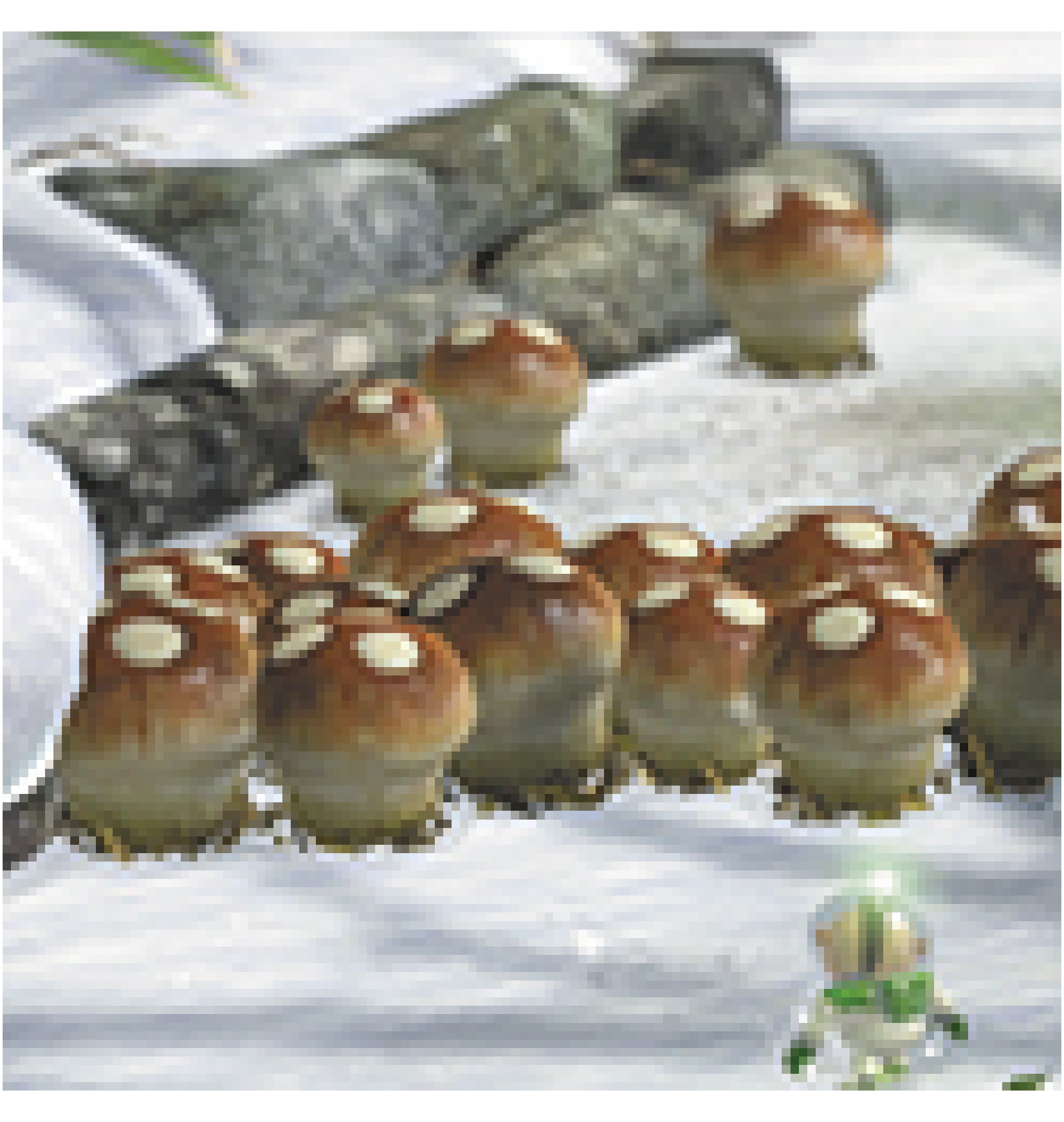


Data Files contain useful information on Pikmin behavior, indigenous creatures, game controls, and more. When a crew member touches a Data File, the information is automatically stored on the KopPad. When needed, use the Wii U GamePad to review collected Data Files.

# Obstacles

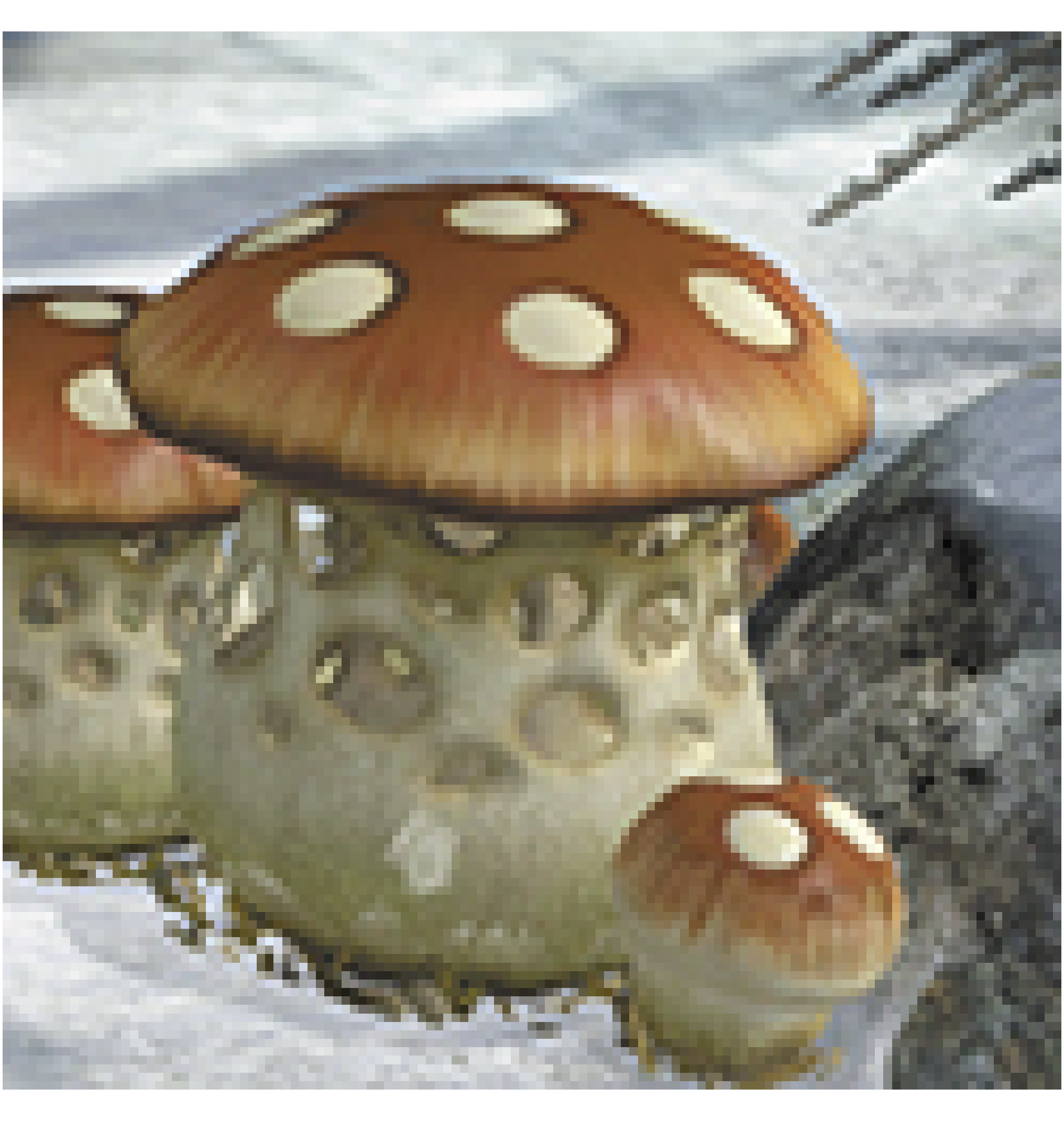
While in the field, you'll encounter a number of blocked paths and sealed enclosures. As you acquire new Pikmin types, use them to overcome these obstacles and access new areas.

## Spotcap



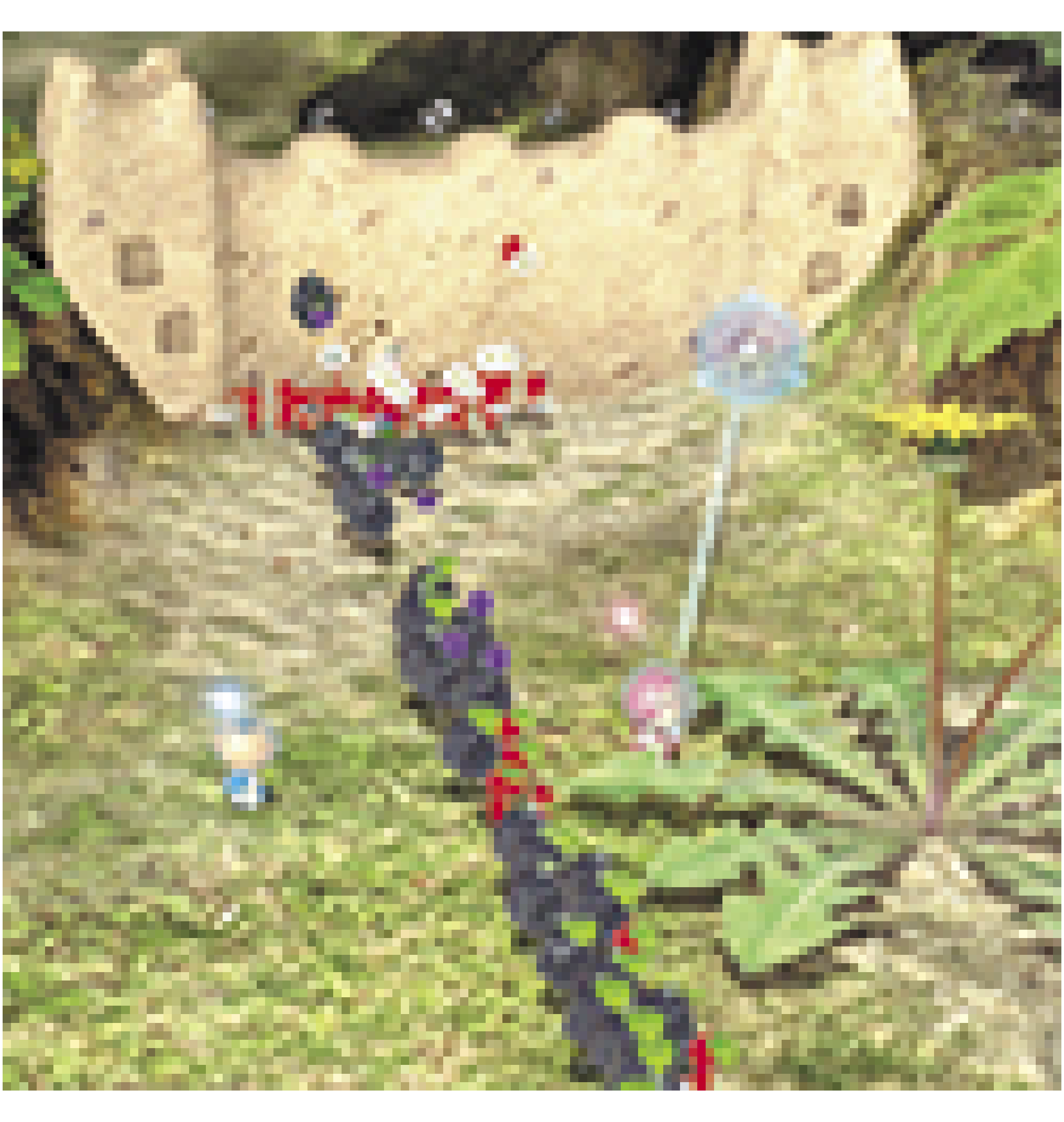
These small mushrooms can often be ignored. However, Spotcaps can sometimes block paths or hide important objects. To quickly destroy a Spotcap, just toss a single Pikmin directly onto it.

## Kingcap



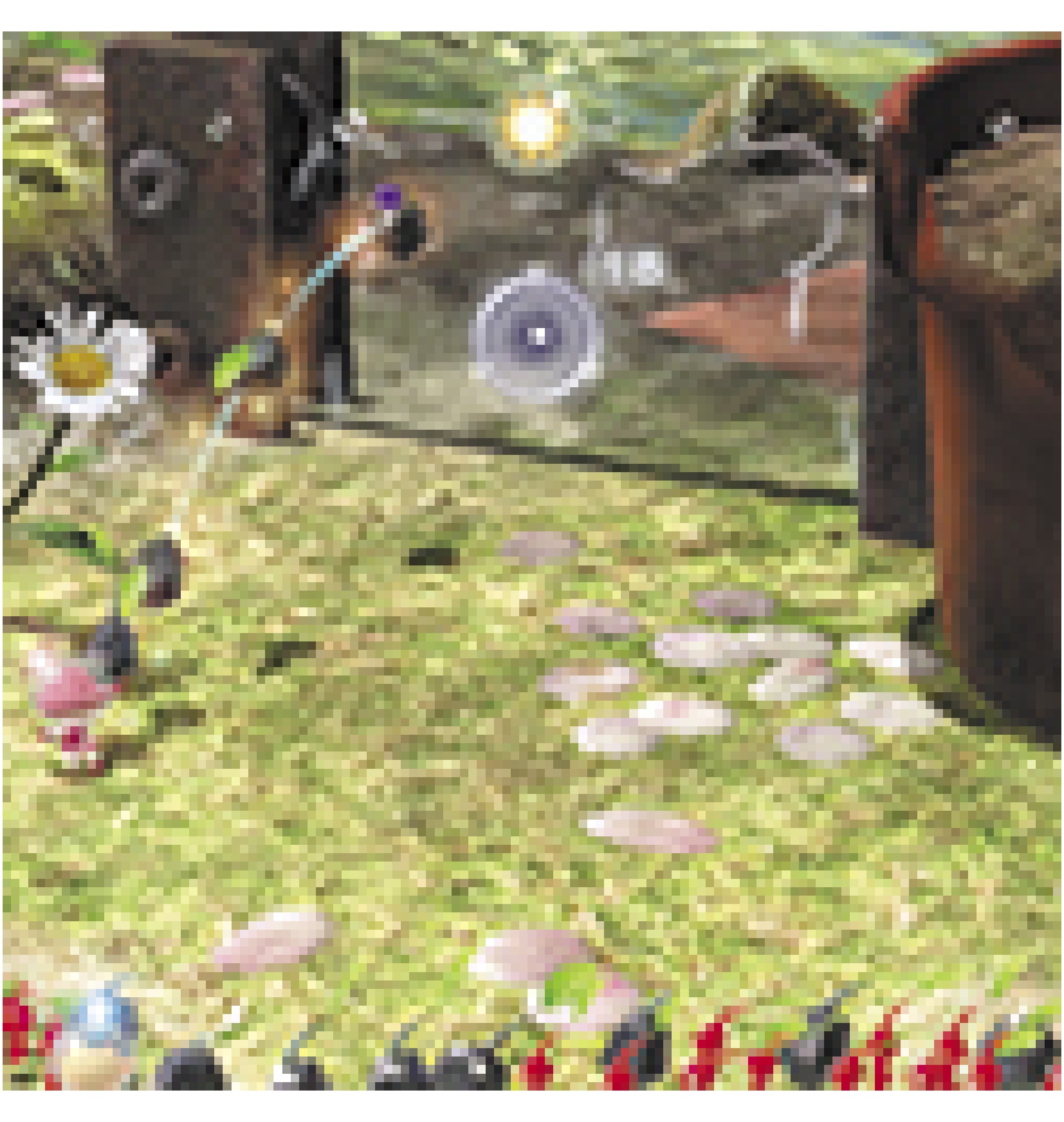
Kingcaps are not only larger than Spotcaps, they're much more durable. Toss several Pikmin directly onto a Kingcap to clear it from your path as quickly as possible.

## Dirt Wall



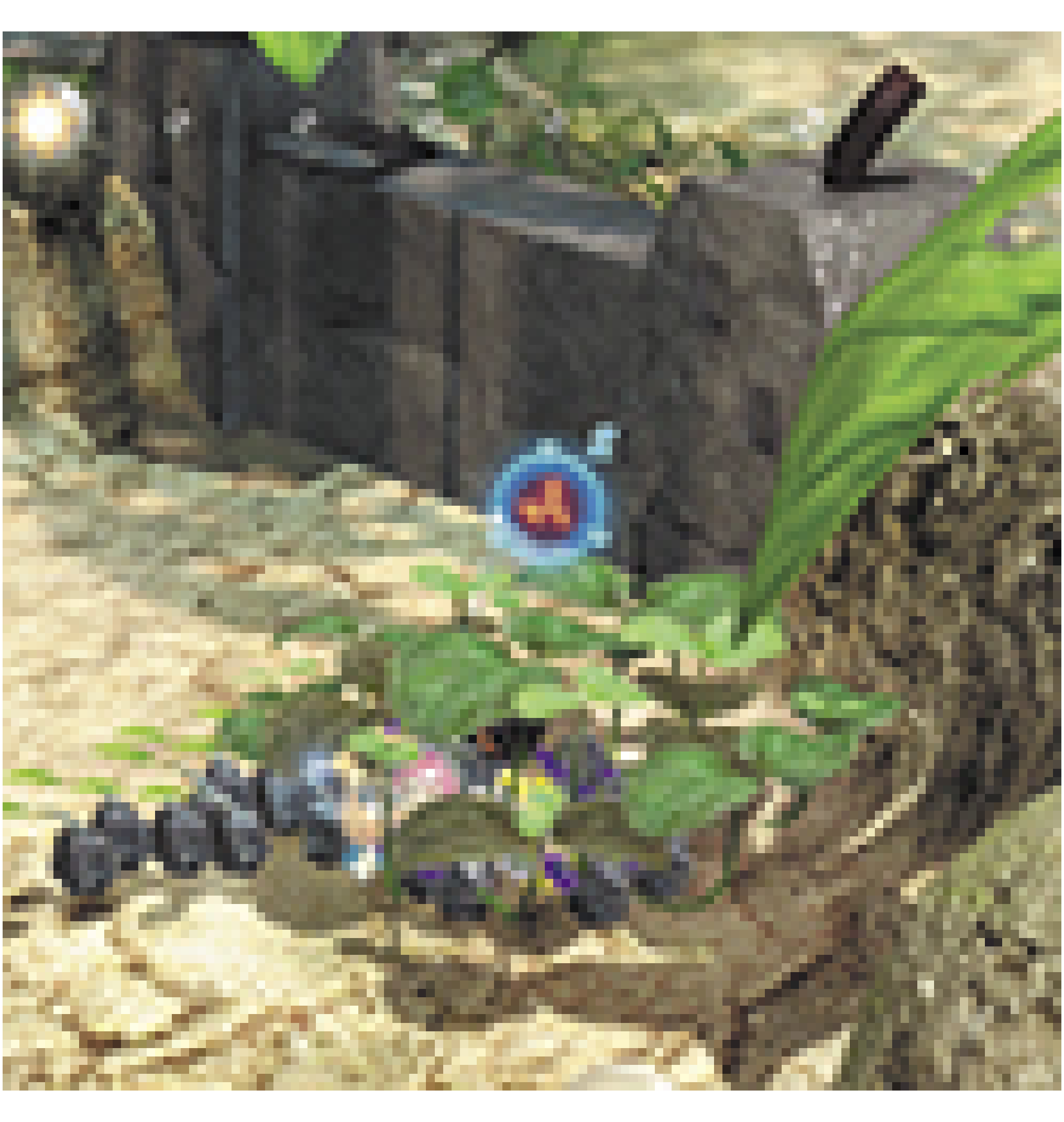
Dirt Walls are among the most common obstacles you'll encounter. All Pikmin types can attack Dirt Walls, but Red Pikmin are particularly good at destroying these barriers.

## Crystal Wall



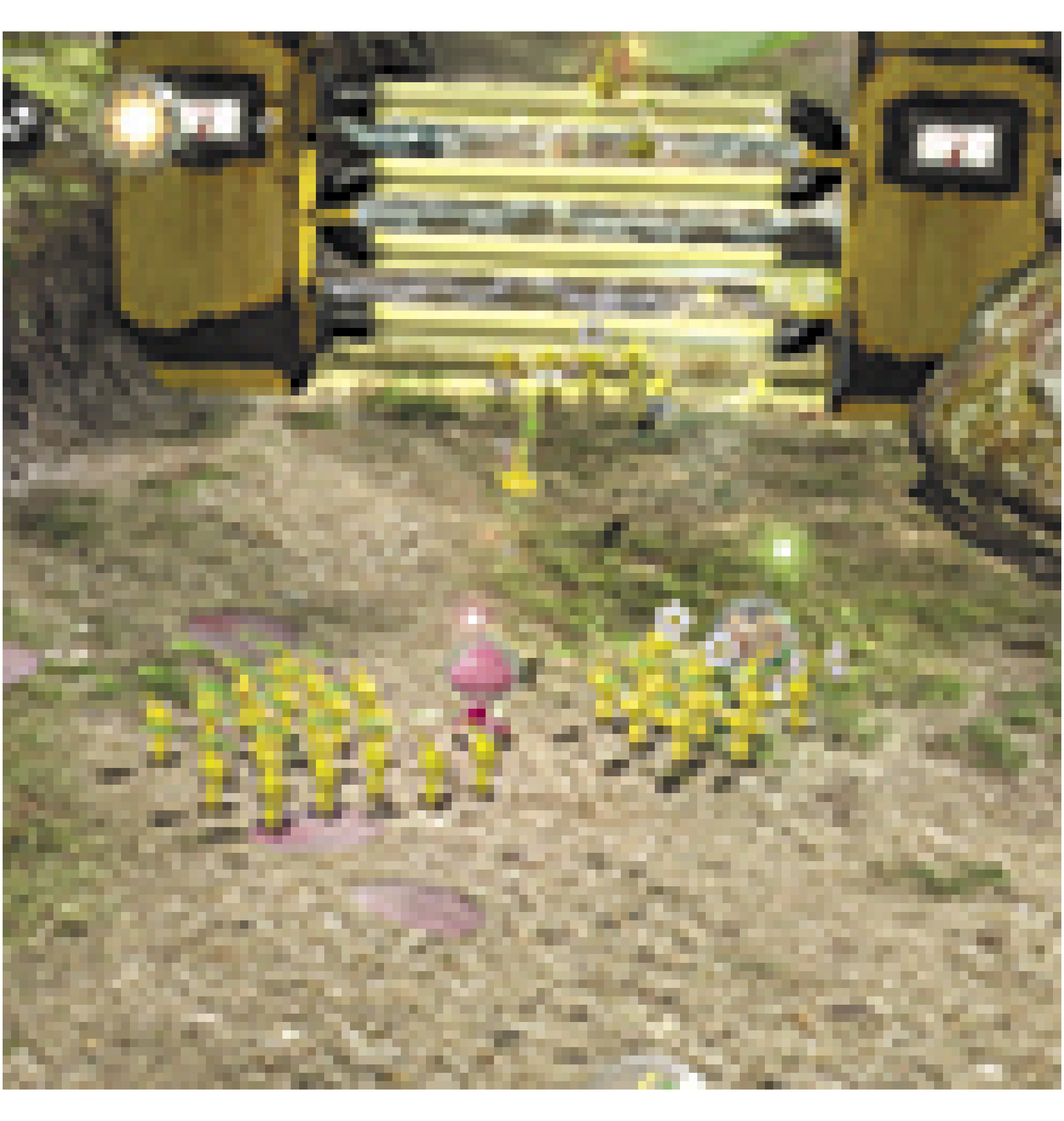
Crystal Walls are impervious to most Pikmin attacks—only Rock Pikmin are tough enough to break through these obstacles. To quickly shatter a Crystal Wall, throw a steady stream of Rock Pikmin directly into the obstacle.

## Reinforced Wall



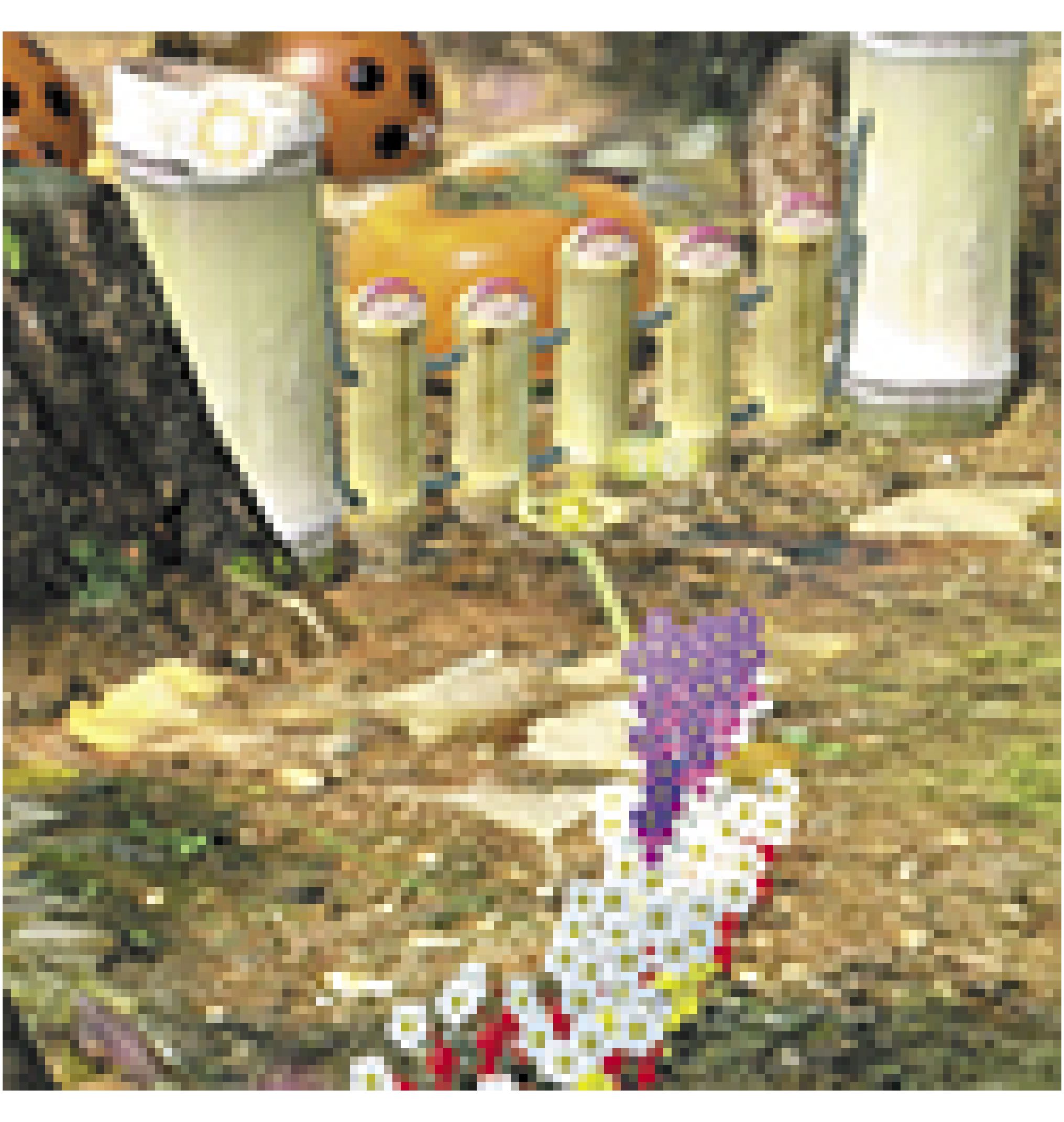
Reinforced Walls can withstand attacks from all Pikmin types. Detonate three Bomb Rocks near a Reinforced Wall to clear it from your path.

## Electric Gate



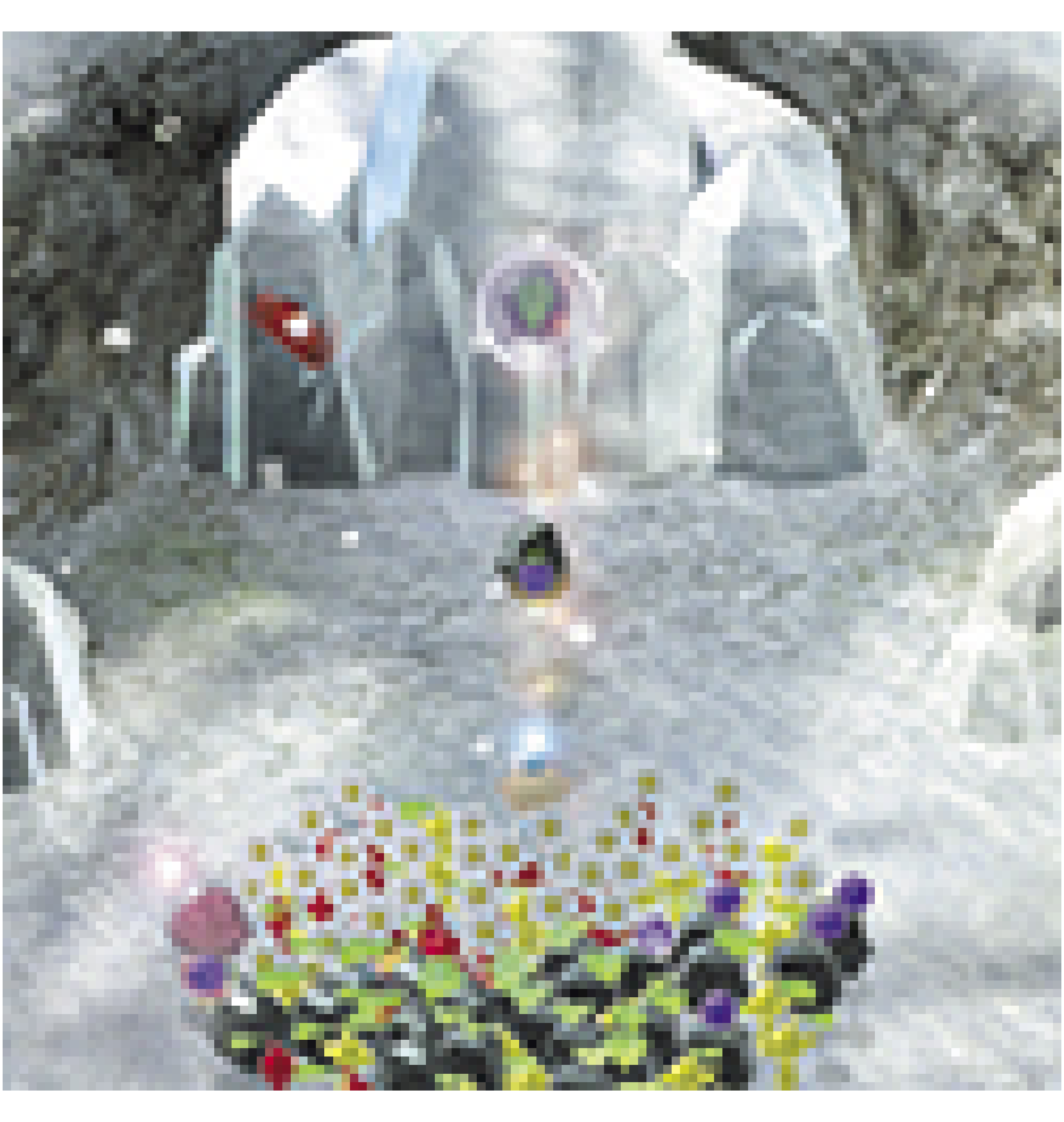
Electric Gates are not only effective barriers, they're also dangerous hazards. Only Yellow Pikmin can safely attack these high-voltage barriers.

## Bamboo Gate



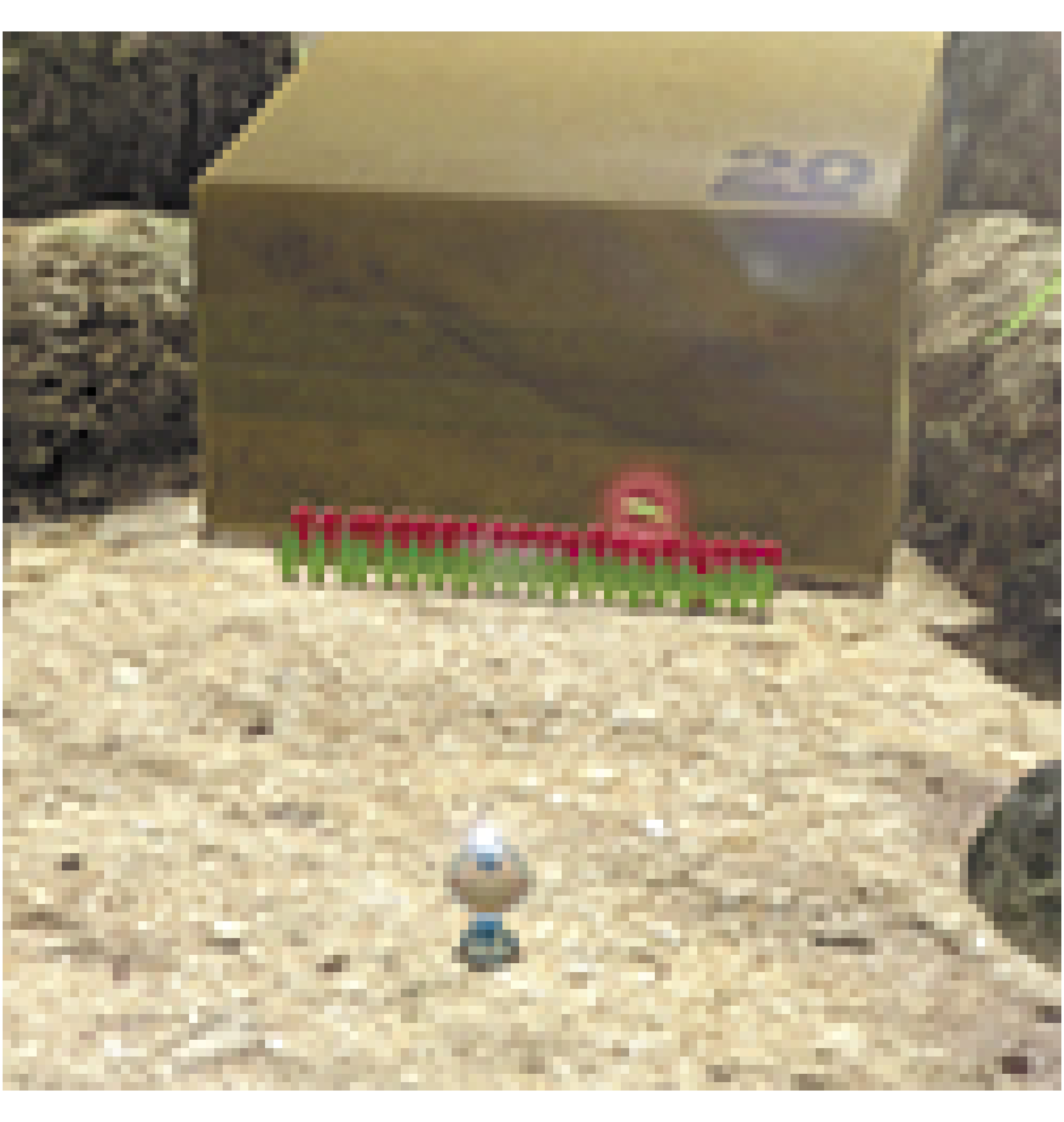
Unlike similar barriers, Bamboo Gates cannot be destroyed. Instead, you must assign 10 Winged Pikmin to raise a Bamboo Gate into the air. When you call your Winged Pikmin away from a raised Bamboo Gate, the barrier drops back into place.

## Large Crystal



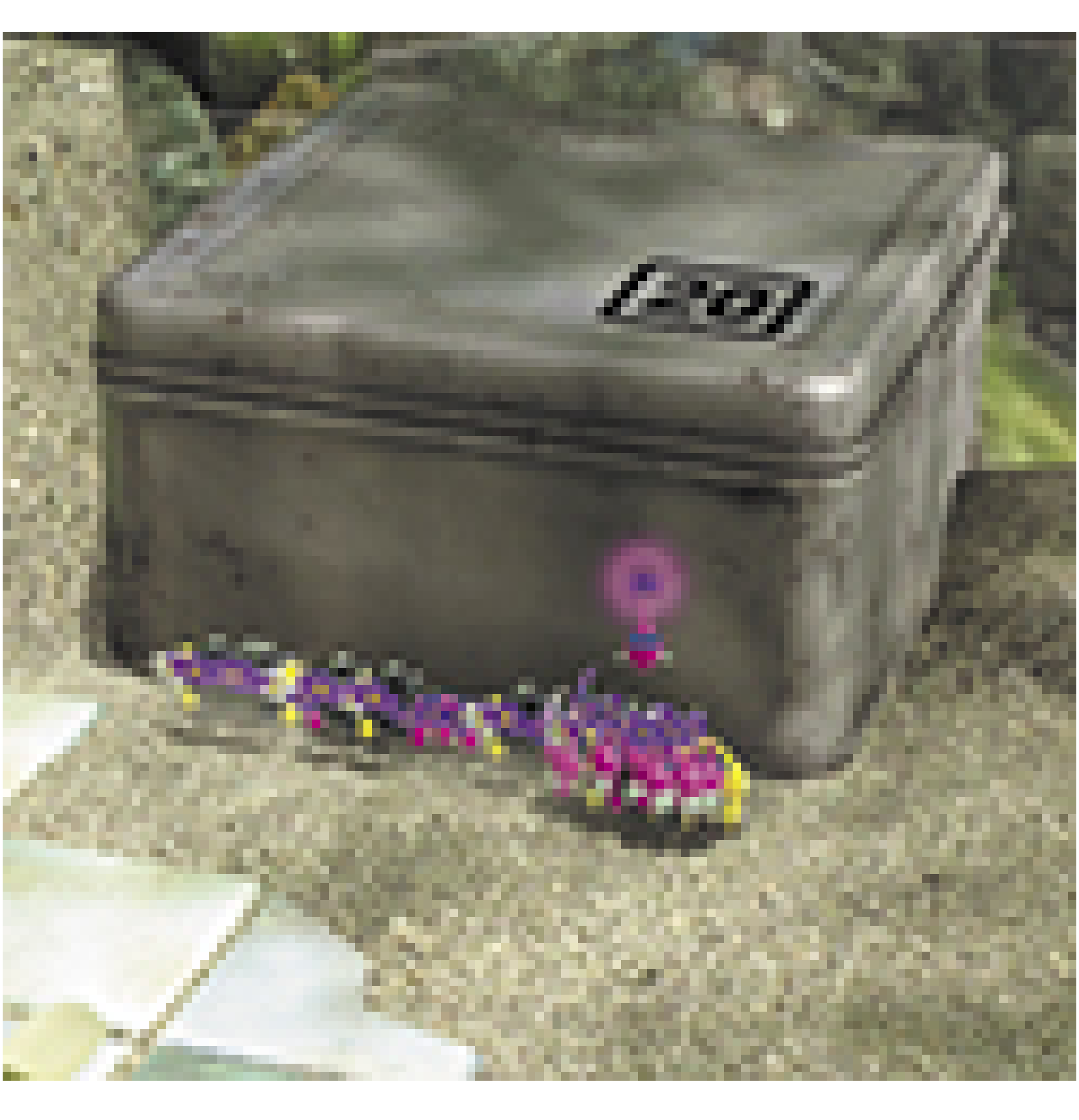
To quickly clear a Large Crystal from your path, throw Rock Pikmin at the obstacle until it shatters. Large Crystals usually contain objects like fruit, pellets, or Data Files.

## Cardboard Box



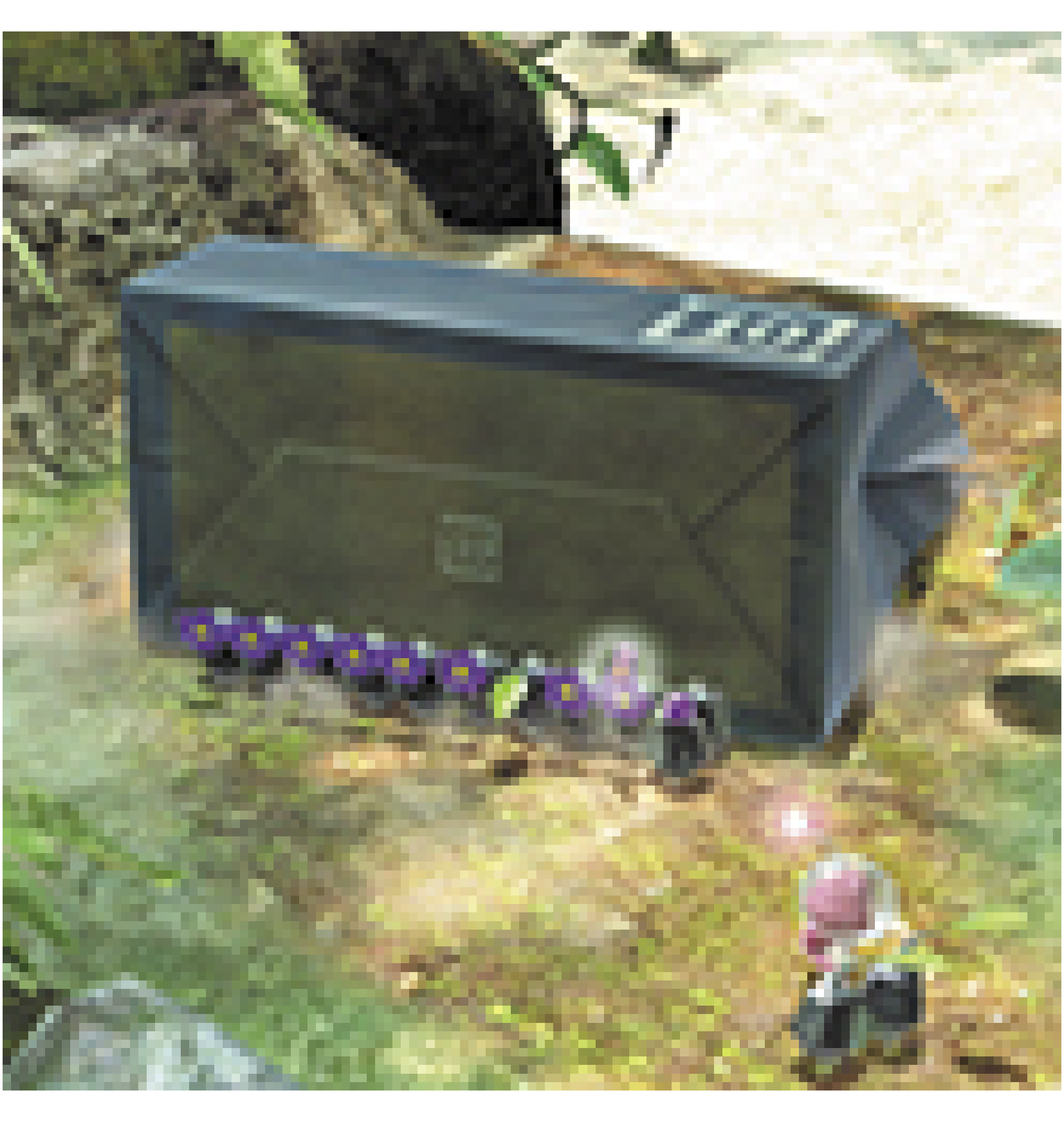
When you encounter the Cardboard Box during the Day 1 tutorial, assign 20 Pikmin to slide the obstacle out of your path.

## Tin Box



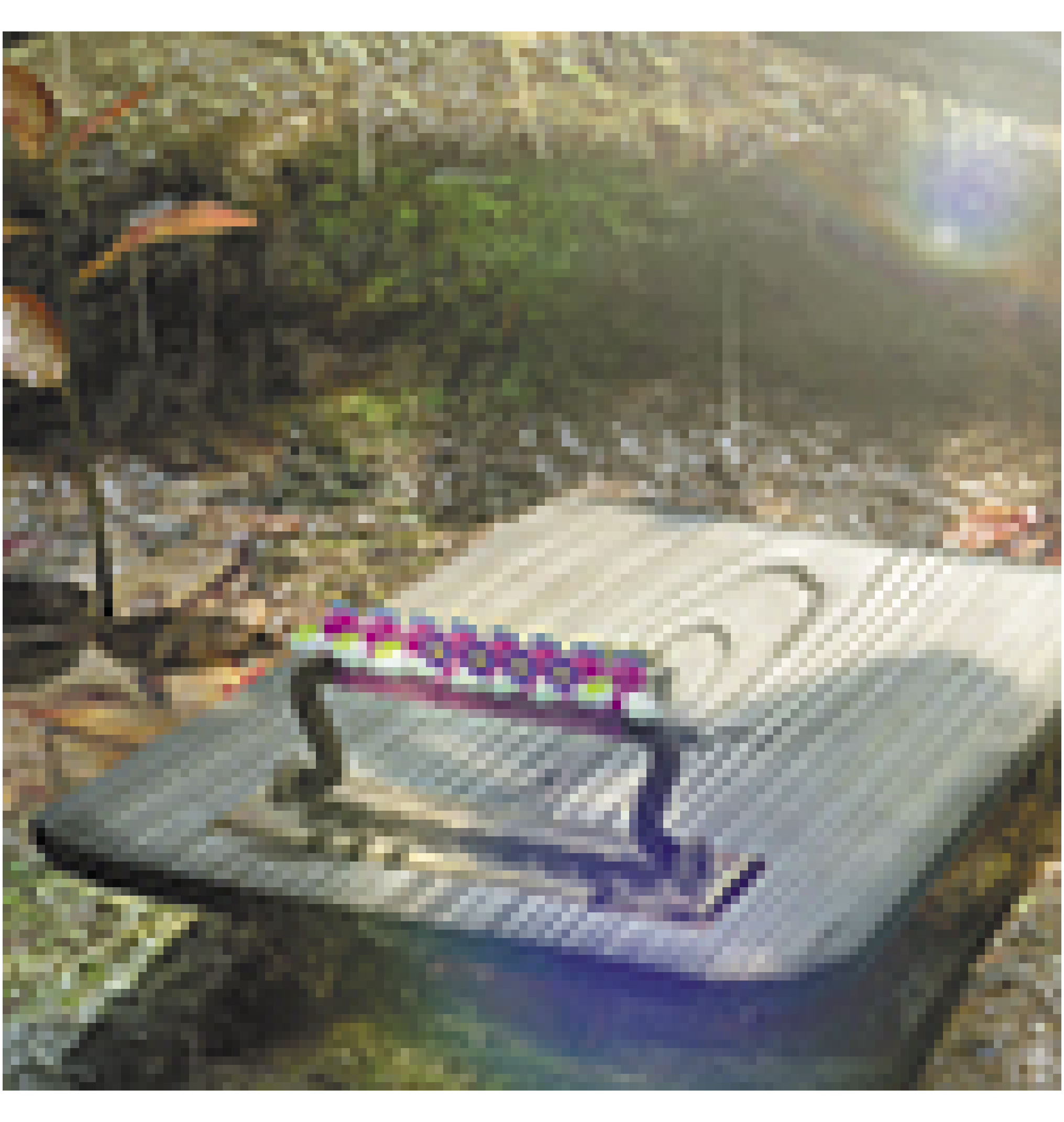
When you reach the Tin Box in the Garden of Hope, assign 20 Pikmin to slide the obstacle into the water. This not only opens the path in front of you, it bridges the gap in the path just over the ledge.

## Paper Bag



A Paper Bag can only be moved by assigning 10 Pikmin to push against the obstacle's rigid base. Whenever you push a Paper Bag off of a ledge, it becomes a makeshift ramp.

## Clipboard



Most of the Clipboards you encounter will be covering important objects. Assign eight Winged Pikmin to flip a Clipboard and reveal whatever is hidden beneath it.

# Missions

The game's Missions mode offers a variety of challenging scenarios. Use the provided resources to complete each mission's objective. Perform well to earn medals and achieve new high scores. Each mission can be played by up to two players. The medals and high scores you earn alone are recorded independently of the medals and high scores you earn while playing cooperatively.

This game mode includes three distinct mission types:

Collect Treasure: Use the provided Pikmin to carry items and defeated enemies to the SPERO. Upon delivery, the SPERO processes collected goods into treasure. Collect as much treasure as you can within the time limit. If you collect all of the available enemies and items, any remaining time is converted to additional treasure. The game contains five "Collect Treasure!" missions. Earn a medal to unlock the next mission in the sequence.

Battle Enemies: Use the provided Pikmin types to defeat as many enemies as you can within the allotted time. The value of each defeated enemy is automatically added to your score, but delivering enemies to one of the available Onions will produce additional Pikmin. If you defeat all of the available enemies, the remaining time will boost your final score. The game contains five "Battle Enemies!" missions. Earn a medal to unlock the next mission in the sequence.

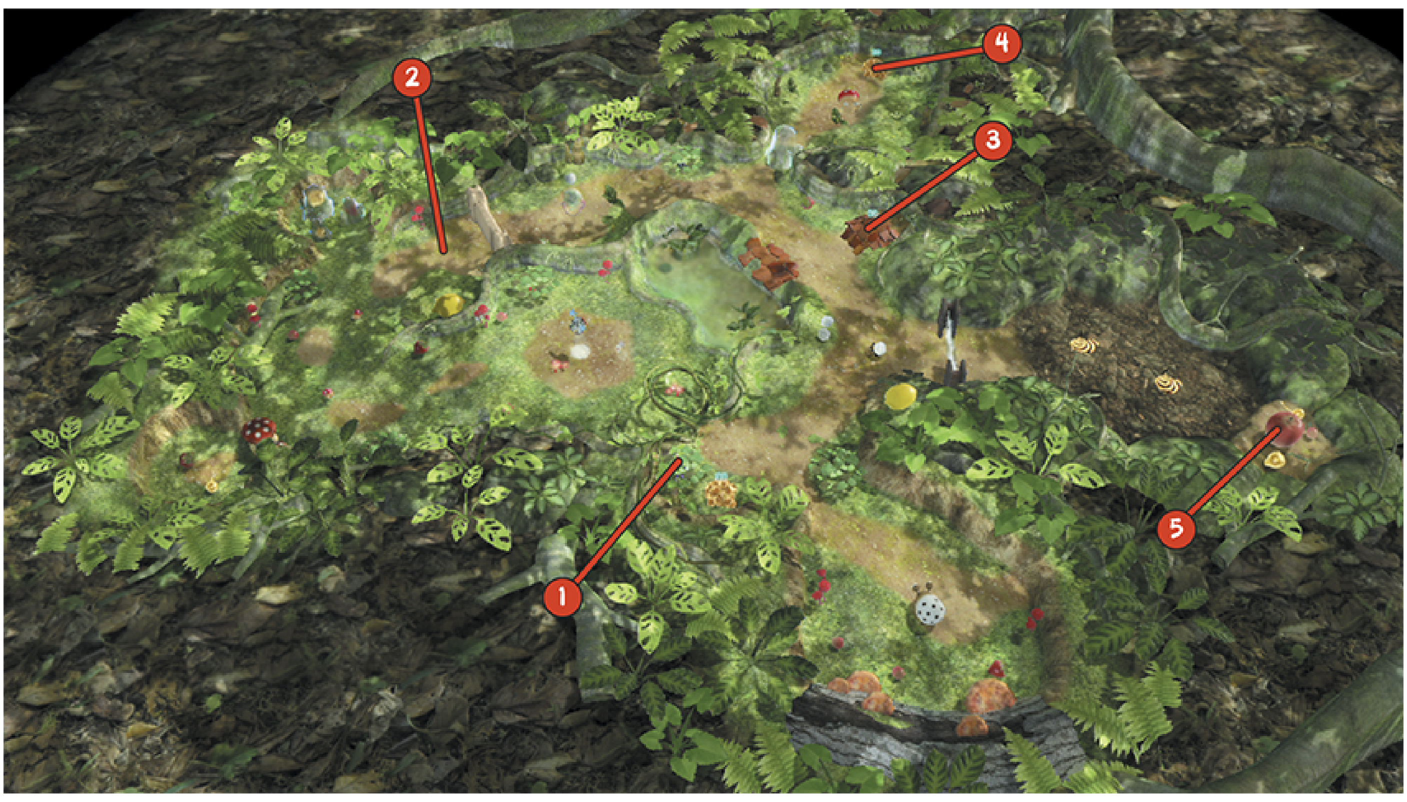
Defeat Bosses: Use the provided Pikmin to defeat a boss within the allotted time. The game contains six "Defeat Bosses!" missions. You must defeat each boss in the game's Story mode before the corresponding mission becomes available.

## Note

We've provided our favorite tactics for each of the game's missions, but don't let that stop you from experimenting! Forge new paths, take bigger risks, or simply optimize your multitasking skills to shave seconds off of each mission.

Collect Treasure!

# Course 1: Tropical Forest



## Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 2110 |
| Gold | 1800 |
| Silver | 1400 |
| Bronze | 1000 |

Time Limit: 7:00

Available Pikmin: Red Pikmin, Rock Pikmin

## Recommended Tactics

① There's a group of Red Pikmin and Rock Pikmin waiting on the ledge just outside of the starting area. Move under the curled Vine Tip near the SPERO, then use your whistle to call these idle Pikmin into the enclosure. Combine these Pikmin with the Red Pikmin scattered around the starting area to begin the mission with a formidable squad. Defeat the enemies in the starting area, but don't allow any of your Pikmin to carry items to the SPERO at this time.

② Don't pass up the Iridescent Flint Beetle hiding in the starting area. When this elusive creature emerges, follow it as it skitters away. When the creature pauses, throw a steady stream of Pikmin onto its back. This essentially pins the enemy in place, flipping it over each time it recovers. Have your Pikmin drink the Nectar, then use them to destroy the Dirt Wall blocking the path out of the enclosure. Defeat the Medusal Slurker just past the Dirt Wall, then gather the map's remaining Pikmin.

③ If you've prevented your Pikmin from delivering items, your squad should contain all 50 available Pikmin by the time you reach the Fragment pile. Charge the Fragments to quickly assemble the nearby bridge. Grab the Pikmin as they return from delivering Fragments and begin clearing out the enclosures located along the main path.

④ One of the enclosures contains a pile of Nuggets , and you'll find a second pile near the end of the main path. After you clear the area near a pile of Nuggets, have your entire squad charge the pile before you assign Pikmin to any other tasks. As the Nuggets are being transported, round up any idle Pikmin and assign the minimum amount of Pikmin to carry any nearby items and defeated enemies. Follow the items as they're transported to the SPERO and gather any Pikmin returning to the Nugget pile's original location.

⑤ Each time you clear an enclosure, return to the SPERO and round up your Pikmin as they finish delivering objects—you'll want your entire squad by your side before you venture into the next enclosure. Even if the enemy presence is light, you're sure to find a few items in the area. Make a sweep of the map and collect the items and enemies as you go. When you've explored all of the enclosures along the main path, head back to the starting area and collect the enemies and items you passed up at the start of the mission.

### Cooperative Tactics

The same basic tactics work just as well when you're playing with a partner. Gather all available Pikmin as early as possible, assemble the bridge in the center of the map, then clear each enclosure until you've collected all of the available items and enemies. The simplest way to divide labor is to have one player stay near the starting area while the other player clears the rest of the map.

When the mission starts, have one player move under the curled Vine Tip and gather the Rock Pikmin and Red Pikmin on the path above the starting area as the other player gathers the Red Pikmin scattered around the SPERO. Clear out the Dwarf Bulborbs and the Iridescent Flint Beetle in the starting area, then smash through the Dirt Wall and defeat the Medusal Slurker to free the remaining Rock Pikmin.

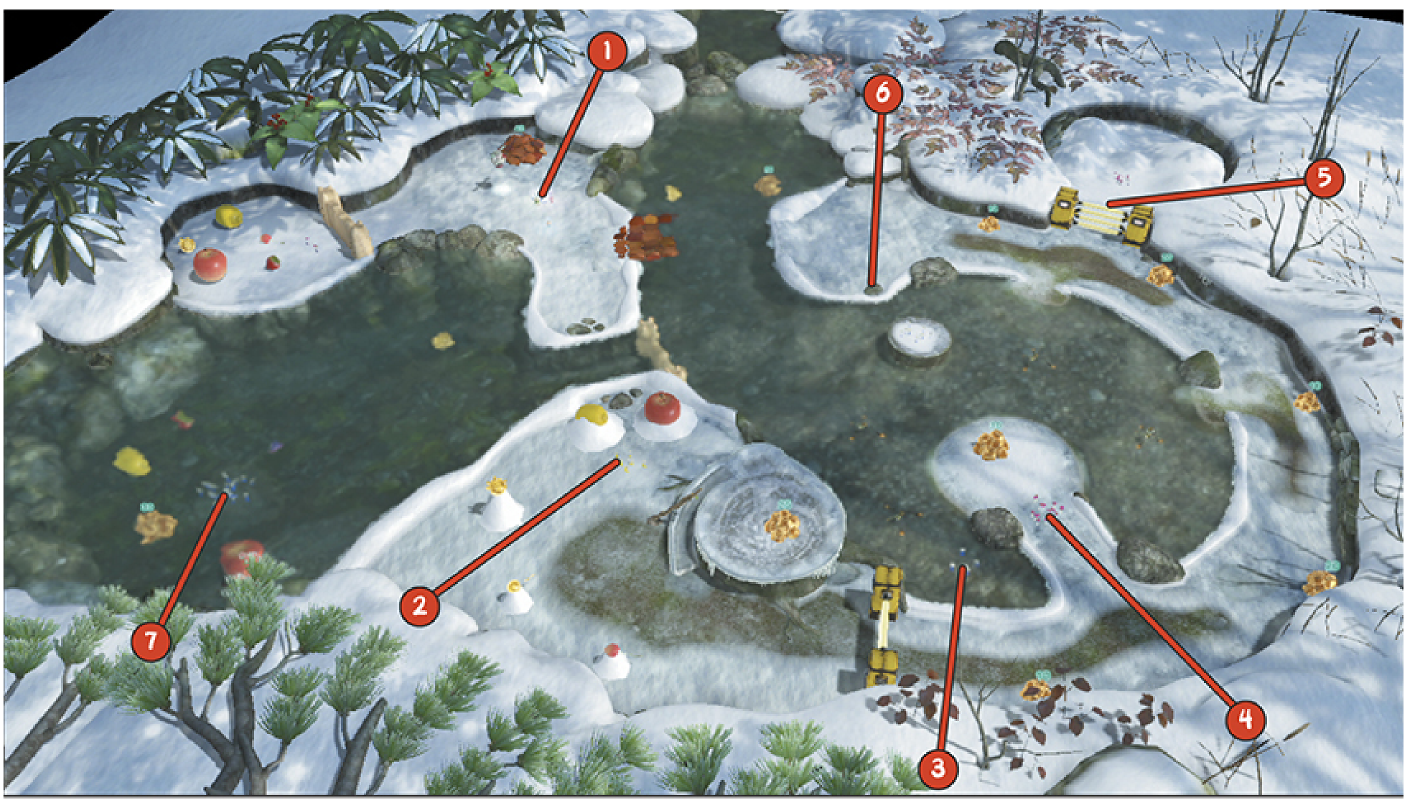
Have one player use a small squad of Pikmin (at least five Red Pikmin and five Rock Pikmin) to collect the items and defeated enemies in the starting area while the other player uses all of the remaining Pikmin to assemble the bridge and clear the enclosures along the main path.

It's important to keep the bulk of your Pikmin available for combat. Each time the player responsible for the bulk of the map clears an enclosure, he or she should assign Pikmin to deliver nearby items and enemies to the SPERO. Once these Pikmin reach the bridge, however, this player should recall the Pikmin as the objects reach the bridge. The player responsible for the starting area can then use his or her small squad of Pikmin to collect the abandoned items.

Once the starting area is clear, both players can team up to complete the rest of the map.

Collect Treasure!

# Course 2: Silver Lake



## Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 2920 |
| Gold | 2500 |
| Silver | 2000 |
| Bronze | 1500 |

Time Limit: 8:00

Available Pikmin: Yellow Pikmin, Blue Pikmin, White Pikmin, Purple Pikmin

## Recommended Tactics

① When the mission starts, form a squad consisting of three crew members and the 15 Blue Pikmin waiting near the SPERO. Toss nine Pikmin into the nearby Fragment pile, then have three Pikmin attack the nearby Dirt Wall. Toss one crew member into the water below the incomplete bridge, then throw your remaining Blue Pikmin onto the Dirt Wall in the water below the starting area.

② Stand above the submerged Dirt Wall and toss your remaining crew member to the partially buried fruit on the nearby ledge. Switch to this crew member and begin plucking the nearby Yellow Pikmin sprouts at Point 2. You've now established an effective division of labor that should be maintained for the rest of the mission. Use one crew member to complete tasks near the starting area, one crew member to complete tasks in the water, and one crew member to complete tasks along the main path.

③ Switch to the crew member in the water and begin plucking the Blue Pikmin sprouts at Point 3. Switch to the crew member near the partially buried fruit and use the Yellow Pikmin to attack the nearby Electric Gate. Switch back to the crew member in the water and use the Blue Pikmin to defeat aquatic enemies. For now, don't allow your Blue Pikmin to transport any items or defeated enemies in the water.

④ When you defeat the last accessible aquatic enemy, move over to the White Pikmin sprouts at Point 4. Assign your Blue Pikmin to the nearby Nugget pile and begin plucking the sprouts. Switch to the crew member leading the Yellow Pikmin and wait for them to finish destroying the Electric Gate. When they do, round them up and assign one Yellow Pikmin to each of the partially buried fruits. Take the remaining Yellow Pikmin and move toward the squad waiting at Point 4. Call this crew member and all of the White Pikmin into your squad. Toss a few White Pikmin onto each of the Nugget piles located along the main path.

⑤ When you reach the remaining Electric Gate at Point 5, have your Yellow Pikmin attack the obstacle. Once the obstacle is destroyed, you'll use these Pikmin to unearth the objects buried in the nearby enclosure. While the Yellow Pikmin work, however, there's a piece of important business you can complete.

⑥ There are 10 Blue Pikmin sprouts atop a round platform in the water. If your squad still contains any White Pikmin, assign them to one of the nearby Nugget piles. Lead the extra crew member to the now-completed bridge and stand on the ledge near the platform. Toss the crew member over to the Blue Pikmin sprouts.

⑦ As your working Pikmin complete their tasks, switch between crew members to gather idle Pikmin and collect the remaining items. Use the Blue Pikmin you plucked from the platform to help destroy the submerged Dirt Wall, then head through the opening to defeat the waiting Water Dumple.

When the Yellow Pikmin finish destroying the Electric Gate, distribute them evenly across the snow mounds within the enclosure. As the Yellow Pikmin dig, pluck the nearby Purple Pikmin Sprouts. Take the Blue Pikmin that assembled the bridge and toss them down to the fruit in the water surrounding the starting area. Pluck the remaining sprouts and begin transporting the rest of the available items to the SPERO.

Use your Blue Pikmin to transport the Nuggets at Point 7, then have them move on to the nearby fruit. Once that area is clear, your Blue Pikmin should be used to gather the Nuggets, fruit, and defeated enemies scattered throughout the water. When the Blue Pikmin finish those tasks, have them help transport any of the map's remaining Nuggets.

When the Yellow Pikmin finish clearing the snow mounds at Point 5, use the nearby Purple Pikmin to help them transport the revealed fruit. As these Pikmin reach the SPERO, gather them and toss them over to the fruit at Point 2.

Each time you assign Pikmin to a new task, cycle through your crew members and ensure that all of your Pikmin are working.

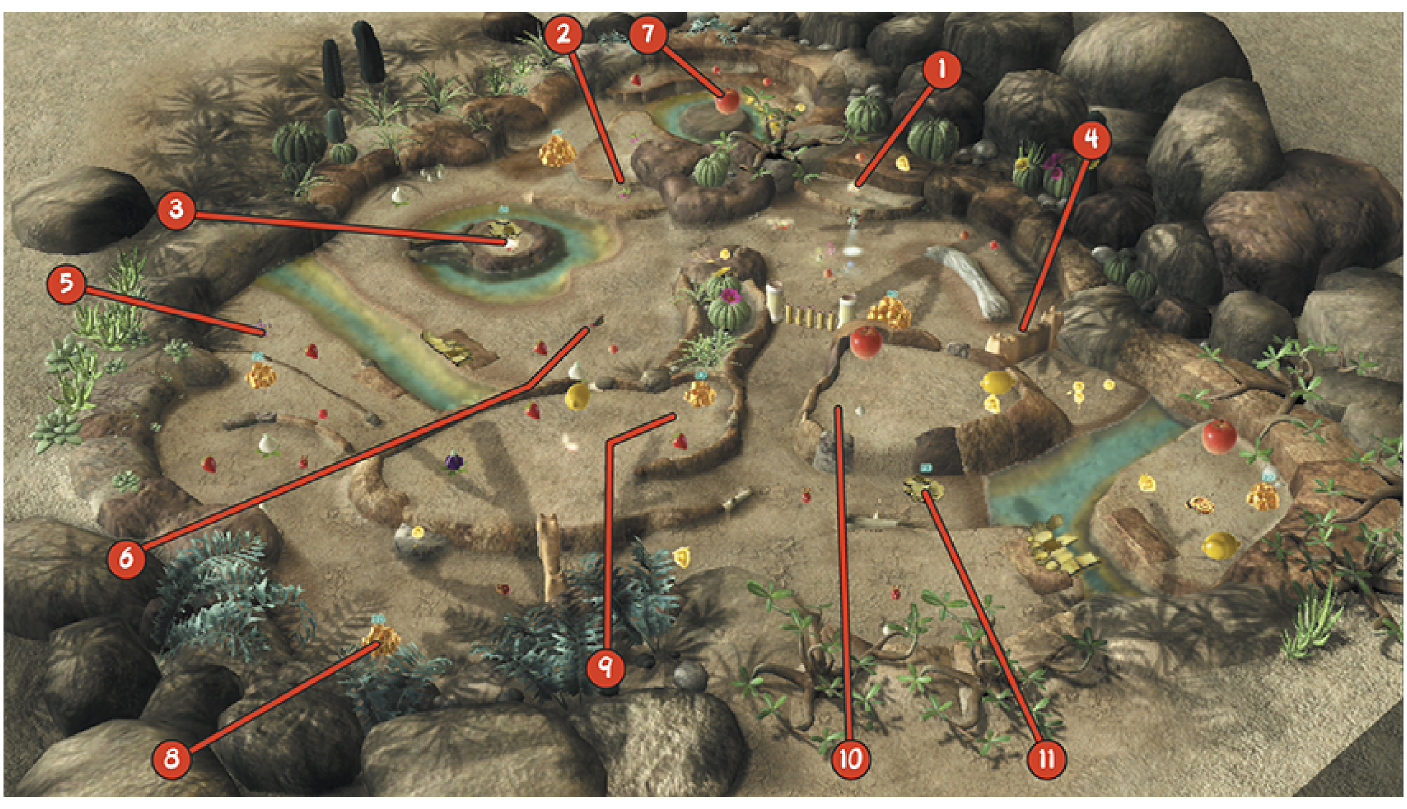
### Cooperative Tactics

The same basic tactics work just as well when you're playing with a partner. When the mission starts, toss the bulk of your Blue Pikmin onto the nearby Fragments, then assign a few Pikmin to each of the Dirt Walls near the starting area. Toss one crew member over to the partially buried fruit, then toss one crew member into the water below the unfinished bridge. Once you have a crew member in each of these locations, you and your partner should determine your respective responsibilities.

One of the simpler ways to divide labor is to have one player deal with tasks in the water as the other player deals with tasks along the main path. Each time a player must wait for his or her Pikmin to complete a task, that player can switch crew members and attend to any business near the starting area.

Collect Treasure!

## Course 3: Thirsty Desert



### Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 3340 |
| Gold | 2700 |
| Silver | 2000 |
| Bronze | 1500 |

Time Limit: 10:00

Available Pikmin: Red Pikmin, Winged Pikmin, White Pikmin, Purple Pikmin

**Note**

This map contains Candypop Buds that can transform some of the available Pikmin into White Pikmin and Purple Pikmin. Although White Pikmin and Purple Pikmin can be useful, the recommended tactics do not make use of these Pikmin types.

### Recommended Tactics

① When the mission starts, throw one crew member onto the Red Pikmin sprouts on the ledge near the SPERO.

② Lead the remaining crew member to the Winged Pikmin sprouts at Point 2. Cut through the water and double back to the ledge to shave a few seconds off of your travel time. Toss the extra crew member onto the Winged Pikmin sprouts on the nearby ledge, then begin plucking the sprouts at your feet. Switch back to the crew member you left in the starting area and use the small squad of Red Pikmin to collect the Golden Sunseed and the Cupid's Grenade on the nearby ledge. While the fruit is being transported, drop down from the ledge and move to the patch of Red Pikmin sprouts on the ground.

**Tip**

Ignore the Iridescent Flint Beetle you encounter just outside the starting area—the Nectar Eggs scattered around the map are a much more convenient source of Nectar.

③ Switch to the crew member you tossed onto the upper cluster of Winged Pikmin sprouts, then have your squad charge the nearby pile of Nuggets. Switch to the crew member you left on the lower pile of Winged Pikmin sprouts and send your squad charging into the same Nugget pile. As the Winged Pikmin work, move to the Fragments at Point 3. Start plucking the nearby Red Pikmin sprouts, then switch back to the crew member waiting in the starting area.

④ Gather the idle Pikmin in the starting area. Toss at least three Red Pikmin onto the Dirt Wall at Point 4, then send the rest of your squad charging into the nearby Nuggets.

⑤ Switch back to the crew member you left at Point 3, then send the newly plucked Red Pikmin charging into the nearby Fragments. As your Pikmin work, cut through the water and pluck the Winged Pikmin sprouts at Point 5. When you finish, send this squad of Winged Pikmin charging into the Nuggets on the nearby ledge. Head back to the Fragment pile and wait for your Red Pikmin to finish building the bridge.

⑥ When the last Fragment is en route, follow it toward the bridge and gather your Red Pikmin as they complete their deliveries. When the bridge is in place, use this squad of Red Pikmin to defeat the Joustmite buried at Point 6. After the battle, use your Pikmin to transport the enemy and the two nearby pieces of fruit. Use the "Go Here" command to follow the objects back to the starting area.

⑦ Switch to the crew member waiting on the ledge near Point 2. By now, all of the Winged Pikmin assigned to the nearby Nuggets should have transported the entire pile. Gather the Winged Pikmin and use them to collect the Insect Condo at Point 7, as well as the smaller pieces of fruit surrounding it. As the last piece of fruit is carried off, use the "Go Here" command to follow it back to the starting area.

⑧ Switch to one of the crew members waiting in the starting area and gather all of the nearby Pikmin into one large squad. Head across the recently completed bridge and gather the idle Pikmin waiting near Point 5. Assign a few Red Pikmin to carry the nearby fruit, then follow the path as it winds toward Point 8. Attack the Nectar Eggs and Dwarf Bulborbs in the area, and assign Red Pikmin to transport each item you encounter. Assign your Winged Pikmin to the Nuggets at Point 8, then use the rest of your squad to destroy the nearby Dirt Wall.

As the Red Pikmin work, switch to one of the crew members in the starting area and round up the Winged Pikmin waiting near the SPERO. Assign 10 Winged Pikmin to the Bamboo Gate, then have the rest of your squad charge the Insect Condo on the nearby ledge.

⑨ Switch back to the crew member you left near Point 8 and wait for your Pikmin to finish destroying the Dirt Wall. When the job is done, round up your Pikmin and follow the path toward Point 9. Collect the Golden Sunseed you find along the way, then defeat and collect the Dwarf Bulborbs ahead of you. As these items are being transported, climb up to the fruit at Point 9. Before you collect the fruit, however, switch to one of the crew members waiting in the starting area.

Gather all of the idle Pikmin near the SPERO, then use the "Go Here" command to rendezvous with the squad waiting at Point 9.

⑩ Switch back to the squad waiting at Point 9. Assign Pikmin to the surrounding fruit and the nearby pile of Nuggets. When the incoming squad arrives, toss the crew member and all of his or her Pikmin over to the fruit at Point 10. Use the "Go Here" command to set a route back to the starting area. Switch to the recently thrown crew member, gather your Pikmin, and use them to collect the nearby fruit. Once the fruit is en route, use the "Go Here" command to follow it back to the SPERO.

⑪ Switch to one of the crew members waiting in the starting area and gather any idle Pikmin waiting near the SPERO. Move down to the Fragments at Point 11 and have your squad assemble the nearby bridge. When the job is done, lead your squad across the completed bridge and have your Red Pikmin attack the Pyroclasmic Slooch. Assign Pikmin to collect the nearby fruit and Nuggets. Switch crew members and gather all of the idle Pikmin near the SPERO. Use this squad to collect the remaining objects and complete the mission.

**Cooperative Tactics**

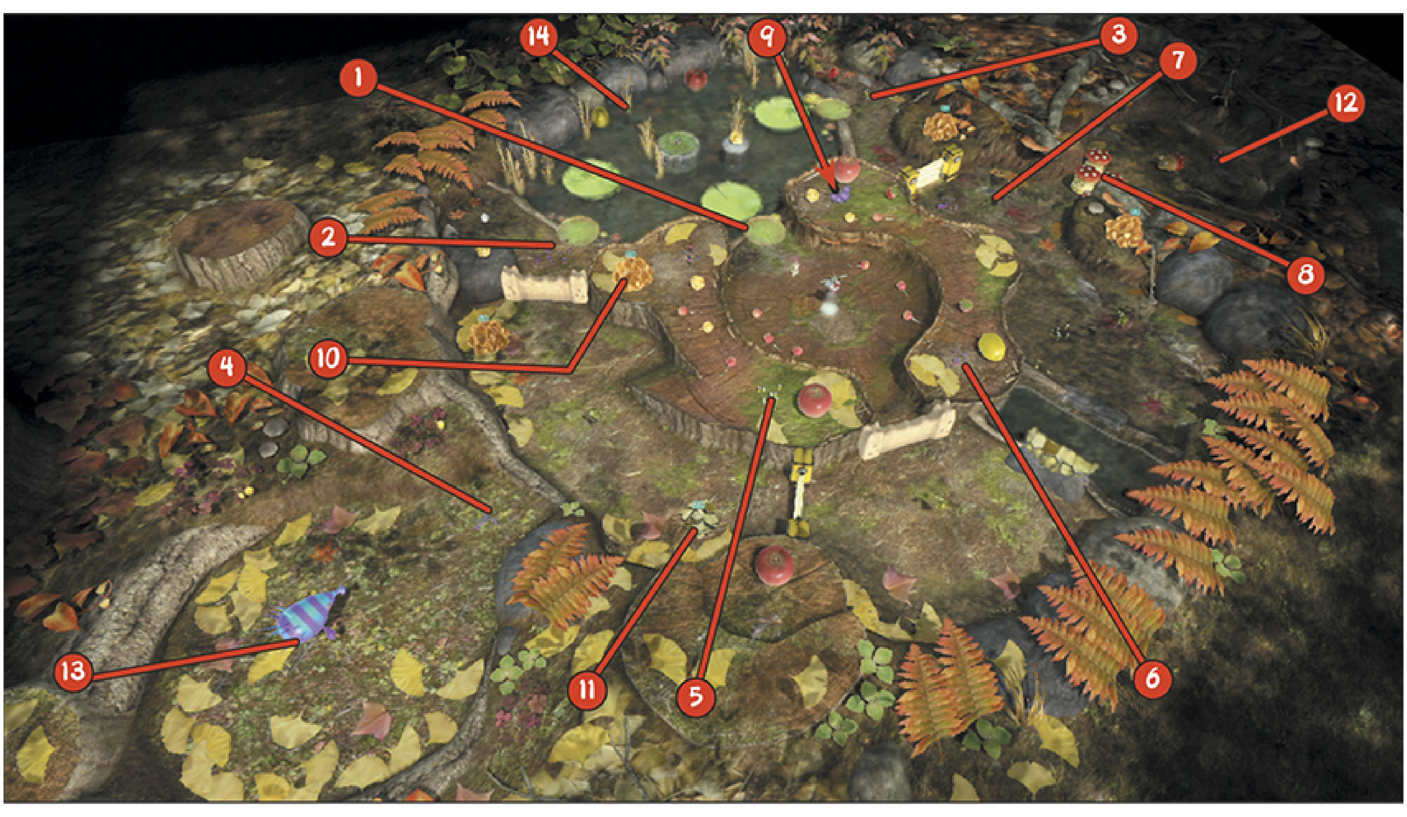
The same basic tactics work just as well when you're working with a partner. The simplest way to divide labor is to have one player manage the starting area while the other player clears the rest of the map.

When the mission starts, the player responsible for the clearing the map should toss the other player up to the Red Pikmin sprouts on the nearby ledge. Once that's accomplished, the roaming player can safely lead the extra crew member to the nearest Winged Pikmin sprouts while the other player begins gathering Red Pikmin and collecting the items scattered around the starting area.

Each player should collect all of the available items as they're found. As the Pikmin reach the SPERO, the player staying near the starting area should call them into his or her squad. When the other player's squad becomes too small to function efficiently, the two players can meet to transfer Pikmin or opt to switch roles.

Collect Treasure!

# Course 4: Twilight Hollow



## Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 3240 |
| Gold | 2500 |
| Silver | 2000 |
| Bronze | 1500 |

Time Limit: 10:00

Available Pikmin: Yellow Pikmin, Winged Pikmin, Purple Pikmin

### Note

There's a small cluster of sprouts on the pylon at the center of the Lily Pads. The recommended tactics do not make use of these sprouts. However, if you'd like to pluck these sprouts, you must throw a crew member onto the pylon from one of the circling Lily Pads.

## Recommended Tactics

① When the mission starts, gather all three crew members and move to Point 1.

② Hop onto the first Lily Pad that approaches and look for the Winged Pikmin sprouts at Point 2. Once you're in range, toss two crew members over to the sprouts. While both crew members pluck the sprouts, ride the Lily Pad to the other side of the water.

③ When the Lily Pad carries you into range, hop off and begin to pluck the Yellow Pikmin sprouts at Point 3. Switch to one of the crew members you left at Point 2 and gather all of your Winged Pikmin. Send the squad charging into the nearby Dirt Wall, then switch back to the crew member at Point 3. Use the freshly plucked Yellow Pikmin to attack the nearby Electric Gate.

④ As the Yellow Pikmin work, switch crew members and wait for the Winged Pikmin to finish destroying the Dirt Wall. When the task is done, gather your squad and lead it directly to the Puffy Blowhog enclosure at Point 4. Toss one crew member up to the Winged Pikmin sprouts just inside the enclosure, then use the rest of your squad to deal with the nearby Swooping Snitchbug.

When the Swooping Snitchbug is defeated, recall your Pikmin and switch to the crew member on the nearby ledge. Have the freshly plucked Winged Pikmin charge the Puffy Blowhog—your Winged Pikmin can handle this enemy without supervision, so drop down from the ledge and rejoin the nearby squad.

⑤ Use the nearby ramp to lead the squad up to the Yellow Pikmin sprouts at Point 5. Have your Winged Pikmin transport the nearby Insect Condo, then move to the end of the platform and toss a crew member over to the Winged Pikmin sprouts at Point 6. Begin plucking the Yellow Pikmin sprouts.

⑥ Switch to the crew member at Point 6 and pluck the nearby sprouts. Use this squad of Winged Pikmin to attack the remaining Dirt Wall. To keep your Pikmin safe from the nearby Swooping Snitchbug, make sure your squad attacks the Dirt Wall from inside the starting area. As the Winged Pikmin work, start plucking the Purple Pikmin sprouts on the opposite end of the platform.

Switch back to the crew member at Point 5 and use the Yellow Pikmin to attack the nearby Electric Gate. Once again, make sure your Pikmin attack the obstacle from outside the Swooping Snitchbug's enclosure. As the Yellow Pikmin work, start plucking the Purple Pikmin sprouts at the opposite end of the platform.

⑦ Switch to the crew member waiting near the first Electric Gate, and gather your idle Pikmin. Start plucking the Winged Pikmin sprouts just through the opening. Use these Winged Pikmin to attack the Swooping Snitchbug at Point 7. After you defeat the enemy, continue along the path to find another Swooping Snitchbug.

⑧ When the area is safe, throw your Yellow Pikmin onto the Kingcaps at Point 8. Toss half of your Winged Pikmin onto the nearby Nuggets, and toss the rest of your squad onto the Nuggets near Point 3.

⑨ Switch to the crew member at Point 9 and assign one Purple Pikmin to each of the nearby pieces of fruit.

⑩ Switch to the crew member near the Nuggets at Point 10. Without leaving this platform, use the whistle to call the Winged Pikmin waiting near the SPERO. Toss the Winged Pikmin onto the Nuggets at Point 10, then assign one Purple Pikmin to each of the items located along the platform. By now, all of the map's obstacles should be destroyed.

⑪ Head down the ramp and gather the Yellow Pikmin waiting near the Fragments at Point 11. Continue along the path until you reach the remaining squad to defeat the Swooping Snitchbug, then use your squad to defeat this enemy. When it's safe, return to Point 11 and send your Pikmin charging into the Fragments.

⑫ As the bridge is being constructed, switch back to the crew member waiting near Point 8. Gather the Yellow Pikmin that were assigned to the Kingcaps, then enter the enclosure and sneak past the Bulborb. Pluck the Purple Pikmin sprouts at Point 12, then have your entire squad charge the sleeping enemy. When the battle ends, assign one Purple Pikmin to carry the defeated enemy. Have each of your remaining Purple Pikmin transport one of the nearby Sunseed Berries, then assign your Yellow Pikmin to any of the remaining items located in and around the enclosure.

⑬ By now, the bridge should be finished. Use the "Go Here" command to plot a route to the Puffy Blowhog Enclosure at Point 4. Switch to the crew member waiting near Point 11, gather the nearby Yellow Pikmin, then round up three Purple Pikmin. Use the whistle to call down all 10 of the Winged Pikmin at Point 10. Once you've assembled this squad, move to Point 4 and toss all of your Pikmin into the Puffy Blowhog enclosure.

When the incoming crew member arrives, toss him or her into the enclosure. Switch to the recently thrown crew member and gather the Pikmin scattered around the Puffy Blowhog enclosure. Assign one Purple Pikmin to each Insect Condo in near Point 13. Toss two Yellow Pikmin onto the defeated Puffy Blowhog, then lead your remaining squad back out of the enclosure.

⑭ After you drop down from the ledge, return to the Lily Pads you used at the beginning of the mission. Assign your Yellow Pikmin to the Nuggets you pass along the way, but keep all of the Winged Pikmin in your squad. Hop onto the first available Lily Pad and ride along with the current. As you approach Point 14, toss five Winged Pikmin onto the partially submerged Face Wrinkler, then toss 10 Winged Pikmin onto the partially submerged Insect Condo. As the Lily Pad approaches Point 3, hop off and assign at least three Winged Pikmin to transport the nearby Sunseed Berry.

From this point on, it's just a matter of collecting the remaining items. To ensure each item reaches the SPERO as quickly as possible, avoid assigning Purple Pikmin to carry anything located outside of the starting area. Whenever possible, use Winged Pikmin to carry the remaining items—especially if you have to collect a large amount of Nuggets. Switch between crew members and issue "Go Here" commands to gather idle Pikmin and put them to work elsewhere on the map.

### Cooperative Tactics

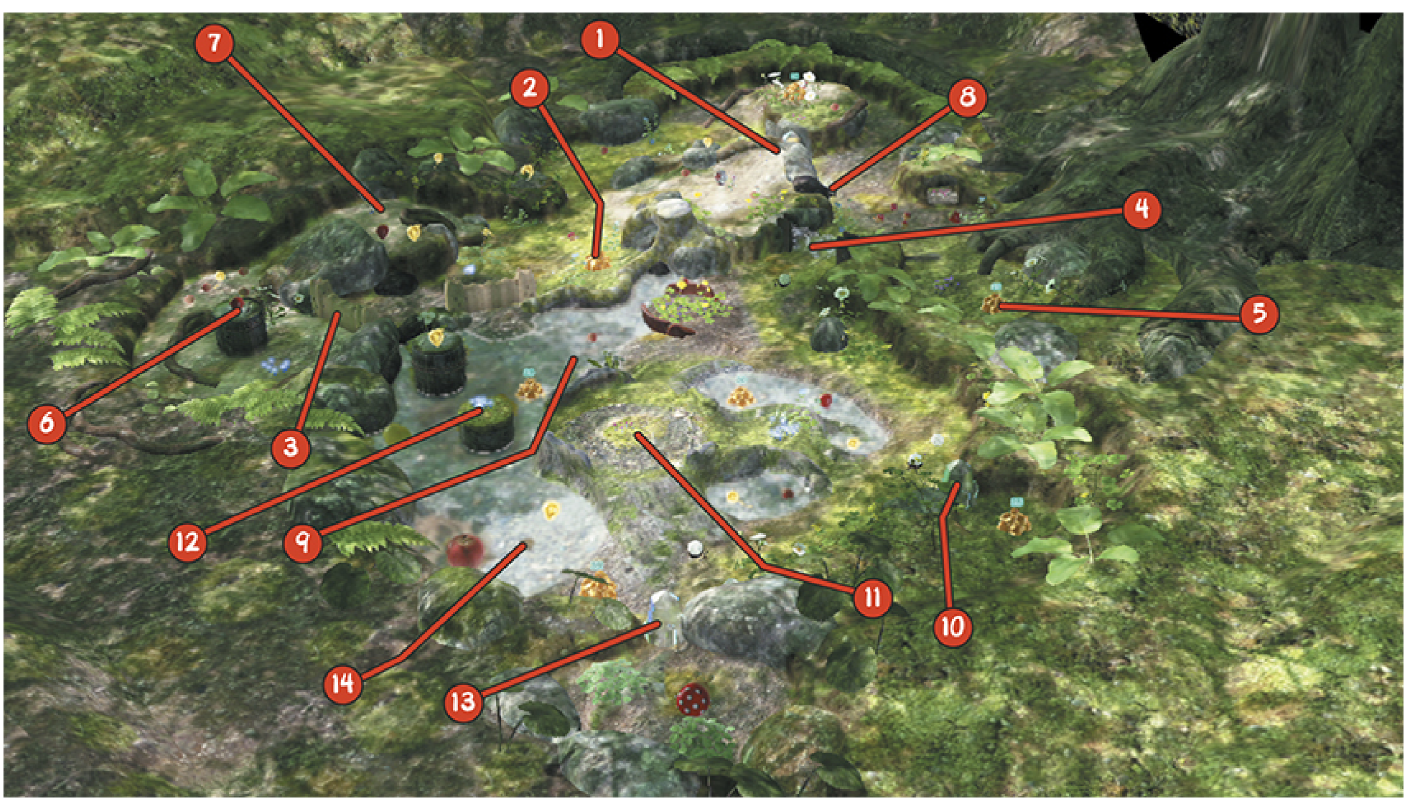
The same basic tactics work just as well when you're playing with a partner. The simplest way to divide labor is to have each player take responsibility for one half of the area. When the mission starts, move all crew members onto the first available Lily Pad. Have one player grab the extra crew member and hop over to the first cluster of Winged Pikmin sprouts while the other player rides the Lily Pad over to the first cluster of Yellow Pikmin sprouts.

From there, each player should use the established tactics to clear each half of the area. Once the extra crew member is tossed to the platform on the opposite side of the map, he or she becomes the responsibility of the other player.

Destroy obstacles and defeat enemies to simultaneously clear both halves of the map, and work together to ensure both players have a reasonable supply of Pikmin.

Collect Treasure!

# Course 5: Shaded Garden



## Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 3180 |
| Gold | 2500 |
| Silver | 2000 |
| Bronze | 1500 |

Time Limit: 8:00

Available Pikmin: Rock Pikmin, Blue Pikmin, White Pikmin

## Recommended Tactics

① When the mission starts, use all three crew members to pluck the Blue Pikmin sprouts near the SPERO. When the job is done, toss one crew member onto the White Pikmin sprouts on the nearby platform.

② As the White Pikmin sprouts are being plucked, lead the extra crew member toward Point 2. Toss a Blue Pikmin onto the Dwarf Bulborb you encounter along the way. After you defeat the enemy, call the Pikmin back into your squad. Move to the ledge at Point 2 and toss a crew member onto the flower pot across the water. After you do, back away from the ledge and pluck the nearby Blue Pikmin sprouts.

③ Use the squad of Blue Pikmin to attack the Dirt Wall at Point 3. Switch to the crew member leading the White Pikmin and send your squad charging into the nearby Nuggets.

④ Switch to the crew member on the flower pot and gather the nearby Rock Pikmin. Use this squad to defeat the Skutterchuck at Point 4, then smash through the Crystal Wall. After you destroy the obstacle, step through the opening and use your squad to wipe out the Dwarf Bulborbs ahead of you. Don't allow your Pikmin to transport any of the defeated enemies at this time.

⑤ Move to the Nuggets at Point 5 and start plucking the nearby Rock Pikmin sprouts. Switch to the crew member leading the Blue Pikmin. By now this squad should have finished destroying the Dirt Wall. Gather the idle Pikmin, then step through the opening and pluck the sprouts ahead of you.

Switch back to the crew member leading the Rock Pikmin and send your squad charging into the Nuggets at Point 5.

⑥ Switch back to the crew member leading the Blue Pikmin, then head up the nearby curved ramp. Toss three Pikmin up to the Sunseed Berry at the center of the enclosure, then assign one Pikmin to carry each of the items located along the ramp.

⑦ When you reach the top of the ramp, pluck the Blue Pikmin sprouts at Point 7. Assign Pikmin to carry the surrounding items. You'll find a Sunseed Berry and a Golden Sunseed at the top of the ramp. There's a Golden Grenade and a Golden Sunseed on the nearby rocks. If you follow the path as it dips back down toward the ground, you'll discover a Cupid's Grenade located in a small alcove below you.

As your Pikmin transport these items to the SPERO, use the rest of your squad to collect the Nuggets at Point 2.

⑧ Switch to the crew member leading the Rock Pikmin. Gather your squad, then collect the items and defeated enemies just outside the enclosure. Use your remaining Rock Pikmin to shatter the Small Crystal blocking the Geyser at Point 8. Once you've dealt with the Small Crystal, regroup and use your squad to destroy the nearby Large Crystal. Assign three Rock Pikmin to carry the Golden Sunseed that drops to the ground, then pass through the opening and merge with the squad of White Pikmin on the nearby platform.

Grab the nearby Cupid's Cherries and collect any remaining items scattered around the starting area. When the surrounding area is clear, return to the SPERO and gather the idle Pikmin. Toss the Blue Pikmin out of your squad, then switch to the crew member at Point 2.

Gather the idle Blue Pikmin and have them attack the Dirt Wall near Point 2. When the nearby Nuggets have been collected, gather the returning Pikmin and have them help destroy the Dirt Wall.

⑨ When the Blue Pikmin finish destroying the Dirt Wall, round them up and move through the opening. Throw one Pikmin onto the Desiccated Skitter Leaf at Point 9, then toss a Pikmin onto the Cupid's Grenade sitting right beside the enemy. Have the rest of your squad charge the nearby Nuggets.

⑩ Switch to the squad waiting near the SPERO—this squad should contain two crew members along with all of your active Rock Pikmin and White Pikmin. Gather any idle Pikmin that are waiting near the starting area, then move toward the Large Crystal at Point 10. Use the Rock Pikmin to defeat the Skutterchucks you encounter along the way, then smash the Large Crystal. Step into the small enclosure and send your squad charging into the nearby Nuggets.

⑪ Use the whistle to call the nearby crew member to your side, then follow the path up to the White Pikmin sprouts at Point 11. As you do, ignore the Blue Pikmin sprouts you pass along the way.

⑫ Continue past the White Pikmin sprouts and throw a crew member onto the platform at Point 12. When the crew member lands, he or she begins plucking the Blue Pikmin sprouts on the platform. Move back down the slope and start plucking the Blue Pikmin sprouts you passed on your way up.

Switch back to the crew member at Point 12 and throw three Blue Pikmin up to the Golden Sunseed on the nearby platform. Drop down from the platform and merge with the squad waiting in the water.

⑬ Switch crew members and toss the freshly plucked Blue Pikmin onto the nearby Nuggets. Swing by Point 10 and gather the idle Pikmin from the small enclosure. Move down toward the Large Crystal at Point 13. Use your Rock Pikmin to defeat the Skutterchuck you pass along the way, then smash through the Large Crystal and defeat the Bulborb sleeping in the nearby enclosure. Have your Pikmin transport the items in and around the enclosure, then use the "Go Here" command to send this crew member back to the White Pikmin Sprouts at Point 11.

⑭ Switch to the crew member leading the large squad of Blue Pikmin, then defeat the Desiccated Skitter Leaf in the water at Point 14. After you defeat the enemy, send your squad charging into the nearby Nuggets. Leave one crew member at this location, then use the "Go Here" command to plot a route back to the SPERO.

Switch to the crew member at Point 12 and assign the freshly plucked Pikmin to any Skutterchucks that haven't yet been collected. As the last remaining Nuggets are delivered, switch to the crew member at Point 14 and gather the returning Blue Pikmin. Use this squad to collect the remaining items from the water. Switch to the crew member near the SPERO and gather any idle Blue Pikmin. If any items are being carried around the water, use these Blue Pikmin to transport them along the shorter route through the water.

### Cooperative Tactics

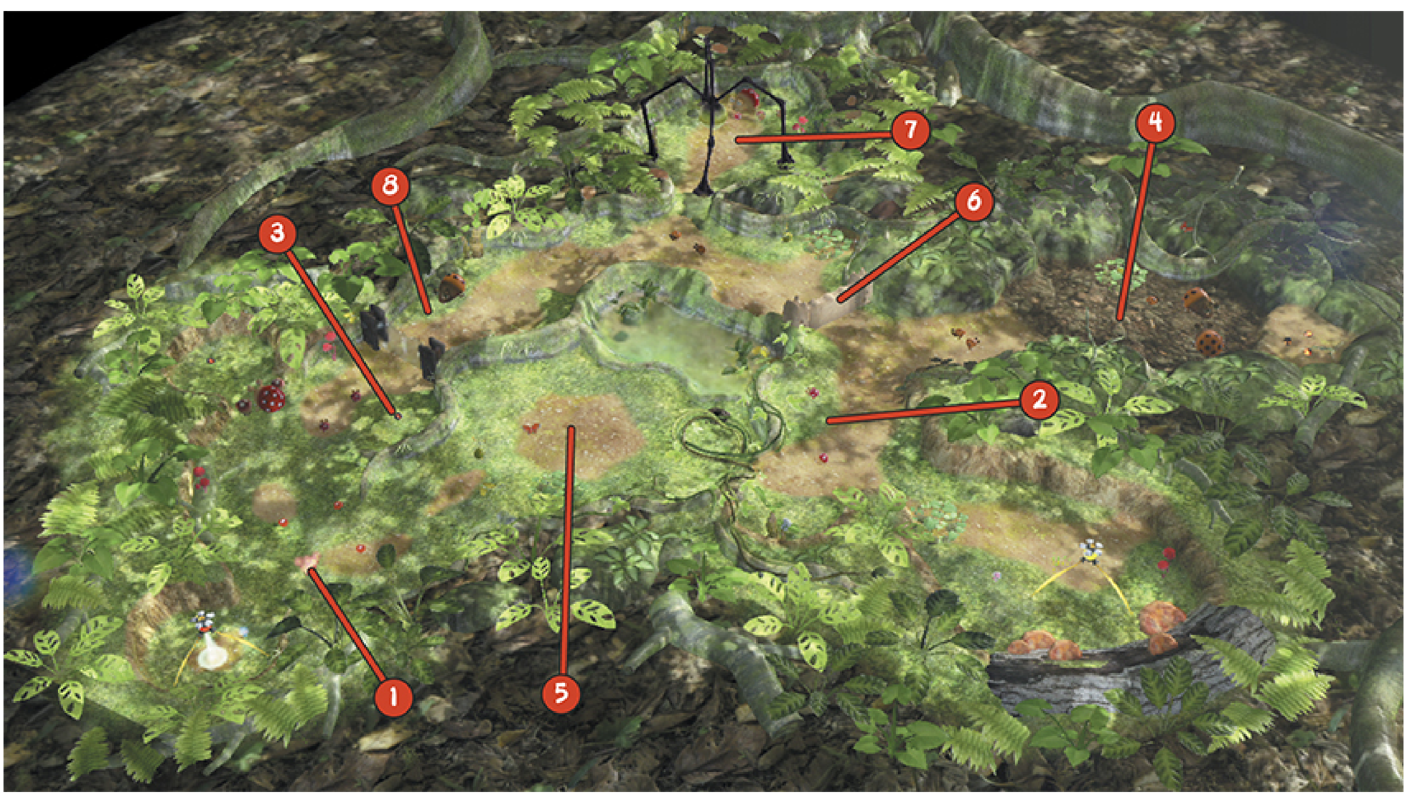
These tactics are just as effective when you're working with a partner. The simplest way to divide labor is to have one player focus on the Blue Pikmin while the other player deals with tasks involving White Pikmin and Rock Pikmin.

When the mission starts, have one player responsible for the Blue Pikmin toss the extra crew member onto the flower pot near Point 2. While this happens, the other player should pluck the White Pikmin sprouts near the starting area.

Once the extra crew member is safely across the water, each player is free to focus on his or her specific responsibilities. As one player uses Rock Pikmin to clear out the bulk of the enemies and objects, the other can use the Blue Pikmin to focus on item collection.

Battle Enemies!

# Course 1: Tropical Forest



## Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 650 |
| Gold | 550 |
| Silver | 400 |
| Bronze | 250 |

Time Limit: 7:00

Available Pikmin: Red Pikmin, Yellow Pikmin

**Note**

During this mission, a Baldy Long Legs wanders around the map. It's best to confront this enemy toward the end of the mission. As you battle the smaller enemies scattered around the map, make sure you keep your Pikmin safely away from the Baldy Long Legs.

## Recommended Tactics

① When the mission starts, have one crew member standing near each of the Onions. Pluck three of the sprouts at Point 1 and use the resulting Red Pikmin to collect the nearby 1 Pellets. Start plucking the remaining Red Pikmin sprouts, then switch crew members and pluck the sprouts near the Yellow Pikmin's Onion.

② Take the small squad of Yellow Pikmin and defeat the Dwarf Bulborbs at Point 2. Toss a Pikmin onto the nearby Yellow Spectralids, then have your squad transport all three enemies. Use the "Go Here" command to plot a route back to the Yellow Pikmin's Onion, then switch crew members.

③ Gather your Red Pikmin, but don't pluck the new sprouts at this time. Instead, move toward the Bomb Rock at Point 3. Toss one Pikmin onto each of the Dwarf Bulborbs, then have a Pikmin collect the Bomb Rock. Throw the Bomb Rock at the nearby Bulborb, then toss a Pikmin onto the Yellow Spectralids flying around the area. Assign Pikmin to carry the smaller enemies, then throw one Pikmin onto the Bomb Rock in the alcove near the defeated Bulborb.

When the Pikmin returns with the Bomb Rock, use the "Go Here" command to plot a route to Point 2. Doing so sends this crew member through enemy territory, but the small squad shouldn't have any trouble slipping past hostile creatures.

④ Switch crew members and lead your Yellow Pikmin toward the enclosure at Point 4. Attack the Dwarf Orange Bulborbs just outside the enclosure and assign three Pikmin to carry each of the defeated enemies. Move back to Point 2 and rendezvous with the incoming crew member. Merge the two squads, then toss one crew member out of the group.

Switch crew members and use the "Go Here" command to plot a route to the Red Pikmin's Onion, then switch back to the crew member leading the squad of Pikmin. Move back to the enclosure at Point 4 and throw the newly acquired Bomb Rock between the sleeping Orange Bulborbs. After the explosion, use your squad to defeat any surviving enemies within the enclosure. Throw one Pikmin onto the Red Spectralids, then collect the resulting Ultra-Spicy Nectar. Throw a Pikmin onto the Yellow Spectralids, then toss three Yellow Pikmin up to the Bomb Rocks on the nearby ledge. When these Pikmin return, use the "Go Here" command to send this squad back to the Yellow Pikmin's Onion.

**Tip**

At this point, you should have a total of at least 40 Pikmin in the field. This is enough to clear the rest of the map, so don't waste time transporting any of the remaining enemies.

⑤ Switch to the crew member waiting at the Red Pikmin's Onion. Gather the nearby Pikmin and lead them to the clearing at Point 5. Defeat the Swooping Snitchbug, then attack the nearby Yellow Spectralids. Defeat the Red Spectralids flittering around the area and collect the resulting Ultra-Spicy Nectar. Use the Geyser near the curled Vine Tip to launch yourself back up to Point 2, then head over to the Yellow Pikmin's Onion.

⑥ Gather both crew members and all available Pikmin into a single squad, then use one of your Bomb Rocks to destroy the Dirt Wall at Point 6. After the explosion, use your Yellow Pikmin to defeat the Swooping Snitchbug ahead of you. Toss one Pikmin onto each of the nearby Dwarf Bulborbs.

⑦ Head into the enclosure at Point 7 and use one of your remaining Bomb Rocks to defeat the sleeping Bulborb and the surrounding Dwarf Bulborbs in a single attack.

⑧ Use your last Bomb Rock to quickly defeat the Orange Bulborb sleeping near the Crystal Wall at Point 8. Now it's time to deal with the Baldy Long Legs. Lead your squad to the enemy's current location, apply a dose of Ultra-Spicy spray, then send your Pikmin charging into one of the Baldy Long Legs' feet.

As the Baldy Long Legs shakes off its attackers, gather your scattered Pikmin and send them back into the fight. When the Ultra-Spicy spray wears off, recall your squad and apply a fresh dose.

The Baldy Long Legs should be the last remaining enemy. Defeat the creature to complete the mission.

**Cooperative Tactics**

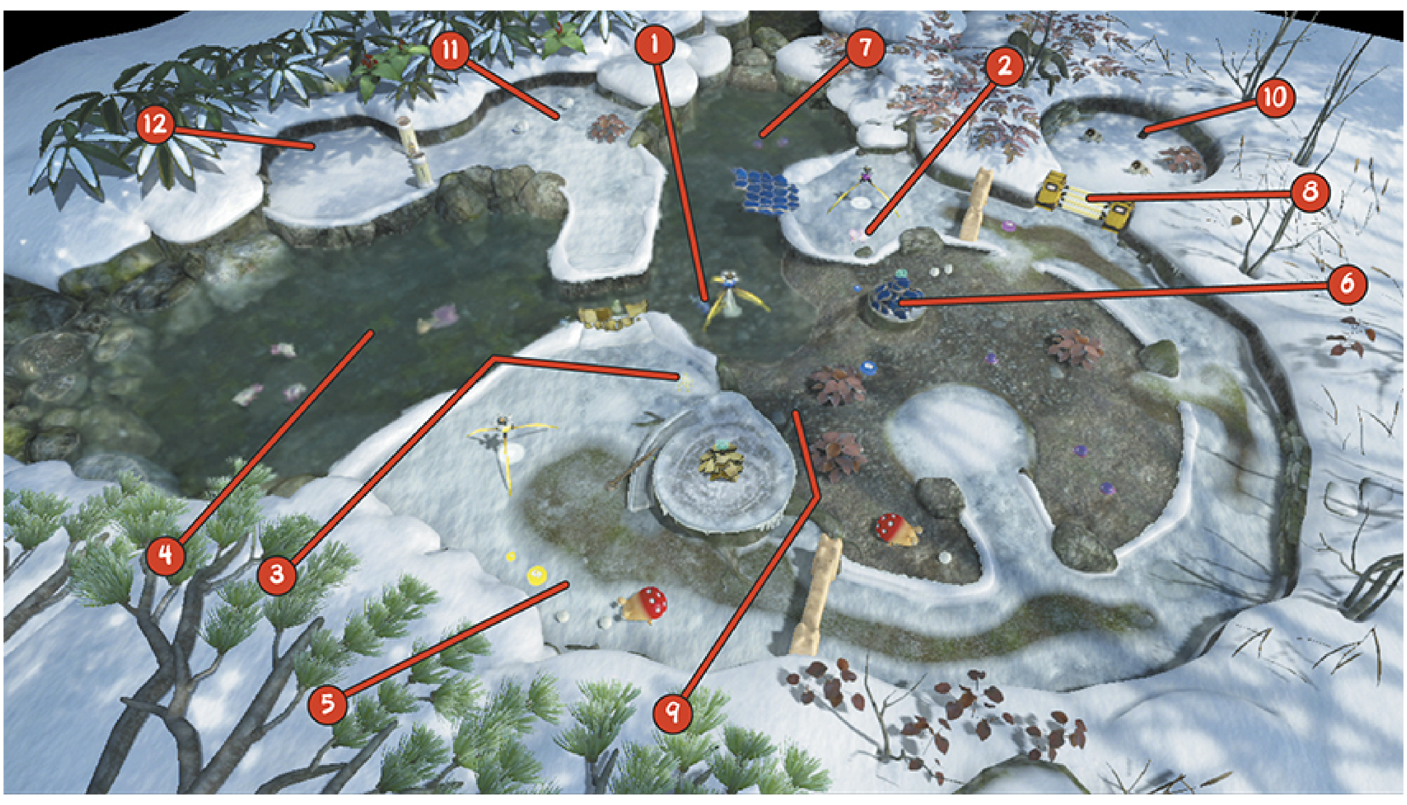
The same basic tactics work just as well when you're playing with a partner. The simplest way to divide labor is to have one player handle the Red Pikmin while the other player leads the Yellow Pikmin.

Since the map contains a limited number of Bomb Rocks, it's important for both players to agree when and where these explosives should be used. Each player should cultivate at least 20 Pikmin and clear the area around his or her assigned Onion. The players should meet near the curled Vine Tip to trade Pikmin and Bomb Rocks as needed. Toward the end of the mission, both players should team up and clear the remaining enemies.

When it's time to attack the Baldy Long Legs, transfer all available Pikmin to a single player. This player should apply a dose of Ultra-Spicy spray and send the Pikmin charging into the enemy. Throughout the battle, both players should gather scattered Pikmin and toss them back onto the target.

Battle Enemies!

# Course 2: Silver Lake



## Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 720 |
| Gold | 600 |
| Silver | 400 |
| Bronze | 200 |

Time Limit: 8:00

Available Pikmin: Yellow Pikmin, Winged Pikmin, Blue Pikmin

## Recommended Tactics

① When the mission starts, gather all three crew members and move to the Blue Onion at Point 1. Use all three crew members to quickly pluck the Blue Pikmin sprouts.

② After you pluck the Blue Pikmin sprouts, toss one crew member onto the Winged Pikmin sprouts at Point 2.

③ As one crew member plucks the Winged Pikmin sprouts, throw the remaining crew member onto the Yellow Pikmin sprouts at Point 3.

④ Lead your Blue Pikmin into the water and clear the enemies swimming around Point 4. Start by defeating the Toady Bloyster, then use your squad to charge each of the nearby Sputtlefish. Have your Pikmin transport the Toady Bloyster and one of the Sputtlefish, then use the "Go Here" command to send this crew member to the Blue Pikmin's Onion.

⑤ Switch to the crew member leading the Yellow Pikmin and collect the pellets near the sleeping Bulborb at Point 5. Move under the Yellow Pikmin's Onion, then switch to the crew member leading the Winged Pikmin.

⑥ Have the Winged Pikmin attack the Nectar Eggs near the Fragments at Point 6. After they drink the resulting Nectar, gather the Winged Pikmin and send them charging into the Fragments.

Switch to the crew member leading the Yellow Pikmin and gather your squad. Charge the sleeping Bulborb at Point 5, then attack the nearby Nectar Eggs. Have the Yellow Pikmin drink the Nectar while you collect the puddle of Ultra-Spicy Nectar. Gather the Yellow Pikmin and send them charging into the nearby Dirt Wall.

Switch back to the crew member near the Winged Pikmin's Onion. When the Winged Pikmin finish transporting the Fragments at Point 6, gather your squad and have them attack the nearby Dirt Wall.

⑦ Switch to the crew member at the Blue Pikmin's onion. Pluck any remaining sprouts and gather all of the idle Blue Pikmin. Move to Point 7 and use this large squad to charge each of the three Water Dumples at the center of the enclosure. After you defeat all three Water Dumples, gather your Blue Pikmin and use the "Go Here" command to send this squad to Point 9—this allows the squad to gather near the remaining Bulborb without provoking the Arctic Cannon Larva hiding in the nearby patch of snow.

⑧ Switch to the crew member leading the Yellow Pikmin. This squad should have already finished destroying the nearby Dirt Wall. Gather the Yellow Pikmin and use the "Go Here" command to lead them around to the Electric Gate at Point 8.

Switch back to the crew member near the Winged Pikmin's Onion. When the Winged Pikmin finish destroying the nearby Dirt Wall, gather the squad and use it to collect the pink 5 Pellet ahead of you. Move under the Winged Pikmin's Onion.

⑨ Switch to the crew you sent to Point 9, then send your Blue Pikmin charging into the remaining Bulborb. When you do, an Arctic Cannon Larva emerges from the nearby patch of snow. Defeat both of these enemies, then switch to the crew member you sent to the Electric Gate at Point 8.

Have your Yellow Pikmin charge the Electric Gate, then switch back to the crew member leading the Blue Pikmin. Use this squad to deal with the three nearby Water Dumples.

⑩ Switch back to the crew member waiting near the Electric Gate. Once the obstacle is destroyed, gather the Yellow Pikmin and step into the enclosure. Throw four Yellow Pikmin onto the Bomb Rocks at Point 10—as you do, the Bearded Amprats within the enclosure prepare to attack. When the Pikmin return with the Bomb Rocks, throw one Bomb Rock near each of the Bearded Amprats and leave the enclosure.

⑪ Follow the path to the Winged Pikmin's Onion. Merge with the small squad of Winged Pikmin, then continue across the nearby bridge. Throw one Bomb Rock at each of the Watery Blowhogs at Point 11, then continue along the path to find a Bamboo Gate.

⑫ Have 10 Winged Pikmin raise the Bamboo Gate, then slip under the obstacle. Call the Winged Pikmin back into your squad and apply a dose of Ultra-Spicy spray. Approach Point 12 to coax the Burrowing Snagret out of hiding. Send your squad charging into the enemy. Allow your Pikmin to keep attacking until the Burrowing Snagret retreats into the ground, then gather your squad and wait for the creature to emerge. Resume the attack when the Burrowing Snagret pokes its head out of the snow.

The Borrowing Snagret should be the last remaining enemy. Defeat this creature to complete the mission.

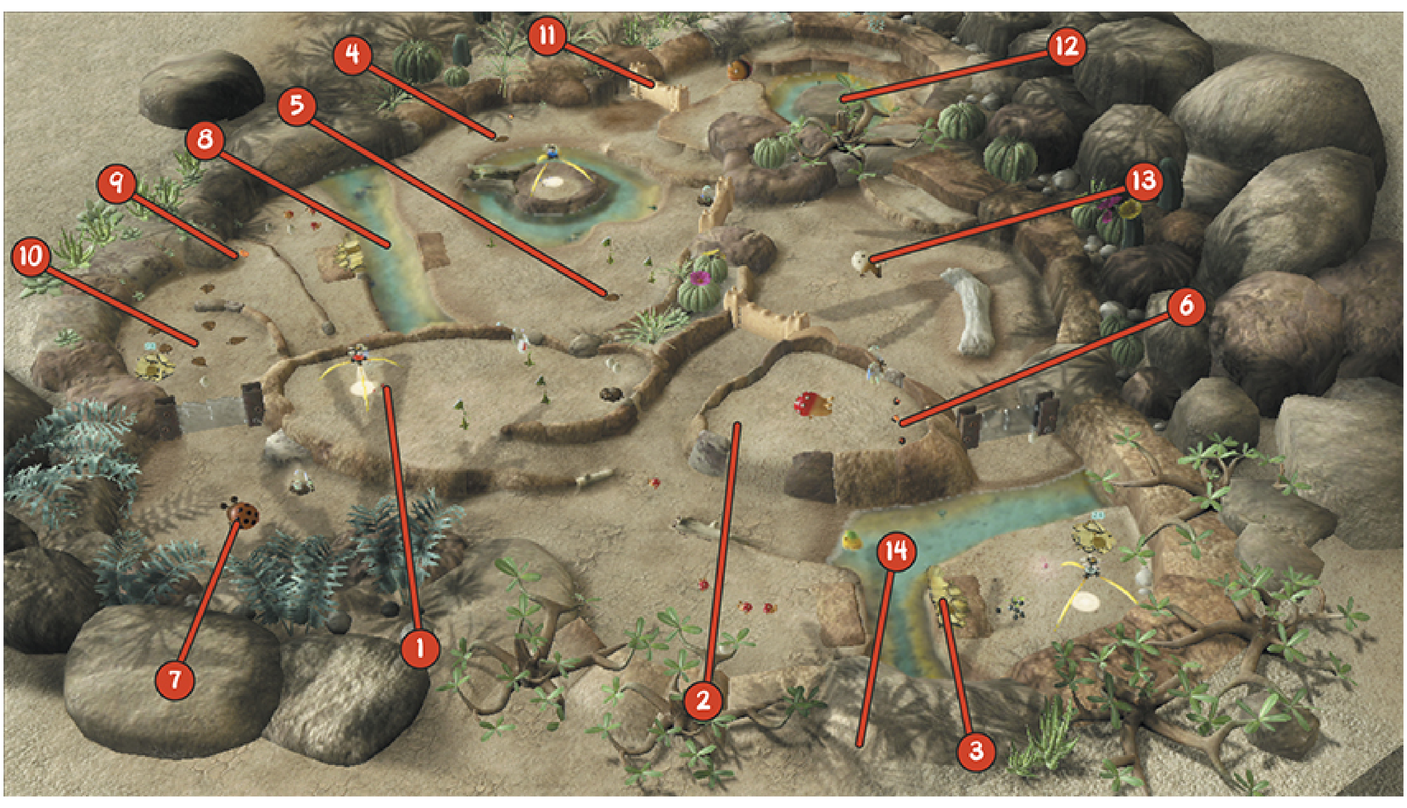
### Cooperative Tactics

The same basic tactics work just as well when you're playing with a partner. The simplest way to divide labor is to have one player handle the Blue Pikmin while the other player deals with the Winged Pikmin and Yellow Pikmin.

When the mission starts, have one player pluck the Blue Pikmin sprouts while the other player tosses the extra crew member onto the White Pikmin sprouts. The player leading the Blue Pikmin should then toss the other player up to the Yellow Pikmin sprouts. Once this is accomplished, both players are free to focus on their respective responsibilities.

Battle Enemies!

## Course 3: Thirsty Desert



### Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 520 |
| Gold | 400 |
| Silver | 300 |
| Bronze | 200 |

Time Limit: 8:00

Available Pikmin: Red Pikmin, Rock Pikmin, Blue Pikmin

**Note**

You can achieve a very high score if you minimize the time spent in combat and ignore most of the map's obstacles. Some of the recommended tactics are fairly risky, but using them should allow you to complete this mission much faster than more conventional methods would allow.

### Recommended Tactics

① The mission starts with one crew member located near each of the map's Onions. Have the crew member near the Red Pikmin's Onion collect the five Red Pikmin.

② The Geyser near the Red Pikmin's Onion provides access to a nearby platform. Use the "Go Here" command to plot a route to Point 2—this allows your Red Pikmin to gather near the Bulborb without waking it.

③ Switch to the crew member near the Rock Pikmin's Onion. Gather all eight Rock Pikmin and lead them onto the incomplete bridge at the edge of the platform. Throw all of the Rock Pikmin over to the Dwarf Bulborbs across the gap. You can expect to lose at least one Rock Pikmin during the skirmish, but your squad shouldn't have any trouble defeating these enemies.

④ As the Rock Pikmin deal with the Dwarf Bulborbs, switch to the crew member located near the Blue Pikmin's Onion. Gather the five Blue Pikmin and defeat the two enemies near the Bomb Rock at Point 4. Toss one Pikmin onto each Desiccated Skitter Leaf. Allow the Pikmin to transport the defeated enemies, but don't collect the Bomb Rock at this time.

⑤ Lead the rest of your squad to the Desiccated Skitter Leaf at Point 5. Defeat this enemy, then deal with the Wogpoles swimming around the Blue Pikmin's Onion. Toss a Pikmin onto a Wogpole to flip it onto its back, then finish it off before it recovers. Assign one Pikmin to each of the defeated enemies then move under the Blue Pikmin's Onion.

⑥ Switch to the crew member leading the Red Pikmin. Sneak around the sleeping Bulborb and collect the Bomb Rocks at Point 6. Throw one Bomb Rock near the Bulborb, then drop down from the platform and throw one Bomb Rock at the Yellow Wollywog at the edge of the water. Turn around and throw one Red Pikmin on the nearby Dwarf Bulborb.

⑦ Throw three Red Pikmin out of your squad—the only Pikmin still following you should be carrying a Bomb Rock. Use the "Go Here" command to plot a course to the Orange Bulborb at Point 7. You can save a bit of time by choosing a point in front of the Bulborb—when the creature wakes and attacks your Pikmin, it will automatically eat the Bomb Rock.

⑧ Switch back to the crew member under the Blue Pikmin's Onion. Gather your squad and attack the Water Dumples swimming near Point 8. After you defeat both of these enemies, recall your Pikmin and attack the Dwarf Bulborbs just across the water.

⑨ Follow the path up to the two Bomb Rocks at Point 9. Collect the Bomb Rocks, then toss one Pikmin onto the nearest Desiccated Skitter Leaf.

⑩ There are five enemies clustered at Point 10. Rather than attack each Desiccated Skitter Leaf individually, throw one Bomb Rock into the center of the group. Attack from a distance to prevent the enemies from scattering.

⑪ Lead your squad of Blue Pikmin toward the Dirt Wall at Point 11. As you move into range, throw a Bomb Rock at the Dirt Wall—the five Shearwigs hiding near the obstacle should emerge just in time to be caught in the explosion.

Throw one Pikmin onto the Bomb Rock at Point 4, then dismiss your squad. Use the whistle to call the Pikmin holding the Bomb Rock, then approach the defeated Shearwigs to find a Spotty Bulbear.

When the Spotty Bulbear notices you, dismiss your Pikmin and run away. When the Spotty Bulbear eats the Bomb Rock, the explosion is enough to defeat the creature.

⑫ Gather your remaining Blue Pikmin and move to Point 12. Use your squad to defeat both of the Wogpoles swimming in the enclosure. After the battle, call a single Blue Pikmin to your side and have it collect the Bomb Rock at the center of the enclosure.

⑬ You squad should now contain a single Blue Pikmin carrying a Bomb Rock. Use the "Go Here" command to plot a course to the Whiptongue Bulborb at Point 13. When your squad arrives at its destination, the Whiptongue Bulborb should automatically eat the Bomb Rock.

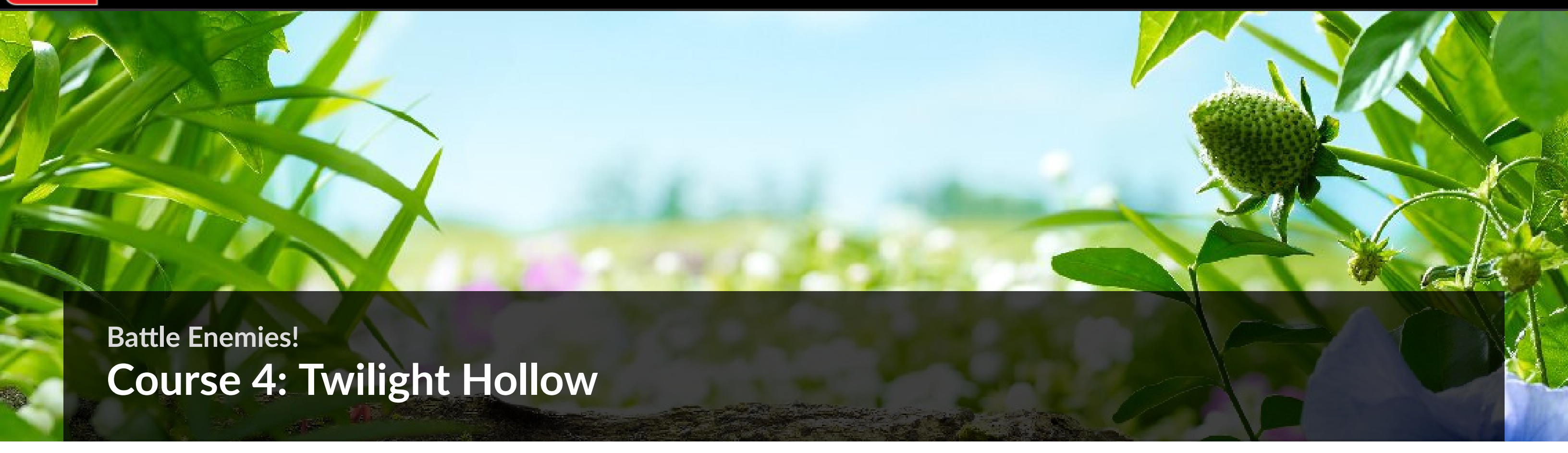
⑭ Aside from the Whiptongue Bulborb, the only remaining enemies should be two Wogpoles swimming near Point 14.

Switch to the crew member near the Rock Pikmin's Onion and drop down from the platform. Use the whistle to call the Rock Pikmin down to your side, then lead your squad to the water's edge. When the Wogpoles swim into range, toss a few Rock Pikmin onto each enemy. Use the whistle to recall your Pikmin as soon as they hit the water—if you're careful, you should be able to rescue all of your Pikmin before they drown. Repeat the process until you defeat both of these enemies and complete the mission.

**Cooperative Tactics**

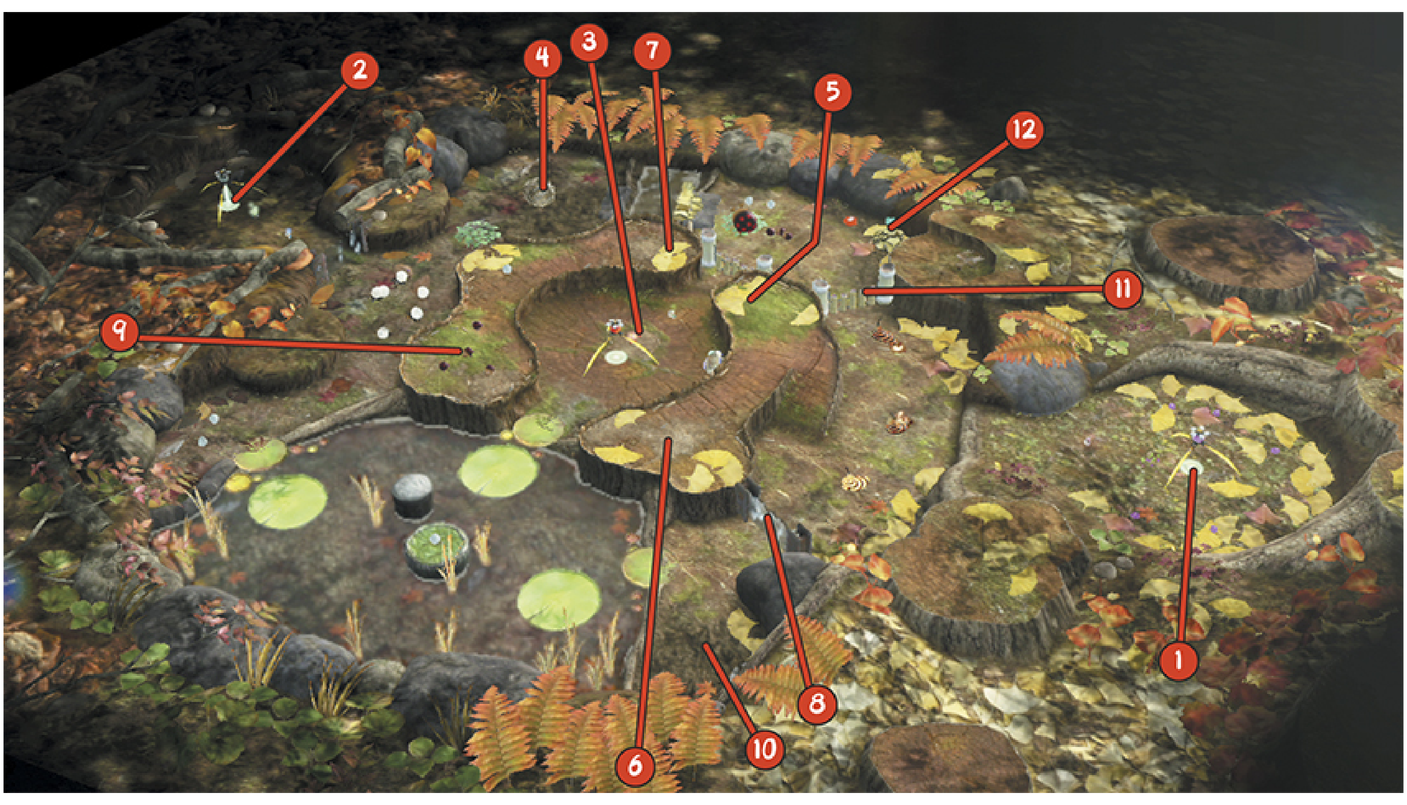
The same basic tactics work just as well when you're playing with a partner. The simplest way to divide labor is to have one player lead the Blue Pikmin while the other player deals with the Red Pikmin and the Rock Pikmin.

Each player has his or her own supply of Pikmin and Bomb Rocks, so there's no need to rendezvous or coordinate attacks—both players are free to focus on their respective tasks as soon as the mission starts.



Battle Enemies!

# Course 4: Twilight Hollow



## Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 465 |
| Gold | 350 |
| Silver | 250 |
| Bronze | 150 |

Time Limit: 8:00

Available Pikmin: Red Pikmin, Rock Pikmin, Winged Pikmin

## Recommended Tactics

① When the mission starts, switch to the crew member near the Winged Pikmin's Onion and start plucking the nearby sprouts.

② Switch back to the crew member near the Rock Pikmin's Onion and pluck all six of the of the Rock Pikmin sprouts. Use the Rock Pikmin to shatter the nearby Crystal Wall, then defeat the Skutterchucks waiting outside the enclosure. After you defeat all three Skutterchucks, have your Rock Pikmin collect two of them. Use the "Go Here" command to send this crew member back to the Rock Pikmin's Onion.

Switch to the crew member near the Winged Pikmin's Onion. Use your squad to collect the 1 Pellets scattered around the enclosure. Move under the Winged Pikmin's Onion.

③ Switch to the crew member near the Red Pikmin's Onion and start plucking the nearby sprouts.

④ Switch back to the crew member under the Rock Pikmin's Onion. Pluck any remaining sprouts and gather all of your Rock Pikmin. Leave the enclosure and attack the Calcified Crushblat at Point 4. Don't attempt to finish this enemy—once you shatter a piece of the Calcified Crushblat's armor, gather your squad and use the "Go Here" command to plot a route to the Red Pikmin's Onion.

⑤ Switch back to the crew member near the Winged Pikmin's Onion. Gather your squad and leave the enclosure. Dodge past the Pyroclasmic Slooches patrolling the area, then use the ramp to climb up to Point 5. When the Male Sheargrubs emerge, throw a few Winged Pikmin onto each enemy.

⑥ After you defeat the Male Sheargrubs, gather your Winged Pikmin and use them to attack the Shearwigs hiding at Point 6.

Switch to one of the crew members near the Red Pikmin's Onion. Merge with the nearby squad, then use your Rock Pikmin to destroy the nearby Small Crystal. Once the Geyser is exposed, use it to launch your squad onto the nearby platform and merge with the squad of Winged Pikmin.

Use your Winged Pikmin to collect the defeated enemies on each end of the platform.

⑦ After you collect the defeated Male Sheargrubs at Point 5, toss your remaining Winged Pikmin over to the Female Sheargrubs hiding at Point 7. Throw four Rock Pikmin and one crew member over to the battle at Point 7, then turn around and use the ramp to head back down to the ground.

⑧ Use your Red Pikmin to defeat the Pyroclasmic Slooch near the bottom of the ramp. Gather your squad and throw your remaining Rock Pikmin into the Crystal Wall at Point 8. As your Rock Pikmin attack the Crystal Wall, turn around and throw a crew member into the Winged Pikmin's enclosure.

Use your small squad of Red Pikmin to defeat the remaining Pyroclasmic Slooches.

Switch to the crew member you left near the Female Sheargrubs.

⑨ By now, the Female Sheargrubs should all be defeated, and many of the Pikmin involved in the battle have carried off the fallen enemies. Gather the nearby Pikmin and approach the Dwarf Bulbears at Point 9. Throw a Rock Pikmin on each of these enemies.

When the all of the Dwarf Bulbears have been defeated, attack the Nectar Egg near the center of the platform. Collect the resulting Ultra-Spicy Nectar, then throw all of your Pikmin back to Point 5.

Switch to the crew member near the Winged Pikmin's Onion and start plucking the sprouts at the center of the enclosure.

⑩ Switch to the crew member leading the Red Pikmin. Climb the ramp and collect the Pikmin at Point 5, then move back down the ramp and collect the Rock Pikmin at Point 8. Move through the remains of the Crystal Wall and use this squad to defeat the Sheargrubs hiding at Point 10.

After you've dealt with the Sheargrubs, gather your Pikmin and move to the area just outside the Winged Pikmin enclosure.

⑪ Switch to the crew member near the Winged Pikmin Onion. Pluck any remaining sprouts, then gather any idle Winged Pikmin. Merge with the squad waiting just outside of the enclosure, then move to the Bamboo Gate at Point 11. Have 10 Winged Pikmin raise the Bamboo Gate. Move through the opening—as soon as your squad is safely past the Bamboo Gate, gather your Winged Pikmin and use your dose of Ultra-Spicy spray.

Turn around and have your squad charge the incoming Spotty Bulbear. Because your Winged Pikmin head straight for the creature's eyes, you should be able to defeat this formidable enemy fairly quickly.

⑫ After you defeat the Spotty Bulbear, attack the nearby Dwarf Bulbears. When the area is clear, send your Pikmin charging into the Fragments at Point 12.

After the bridge is assembled, gather your Pikmin and follow the path to the Calcified Crushblat you damaged near the start of the mission.

Keep your distance as you circle around the Calcified Crushblat. Stand directly in front of the creature's exposed flesh, then send your squad charging in to attack. This should be the map's last remaining enemy—defeat the Calcified Crushblat to complete the mission.

### Cooperative Tactics

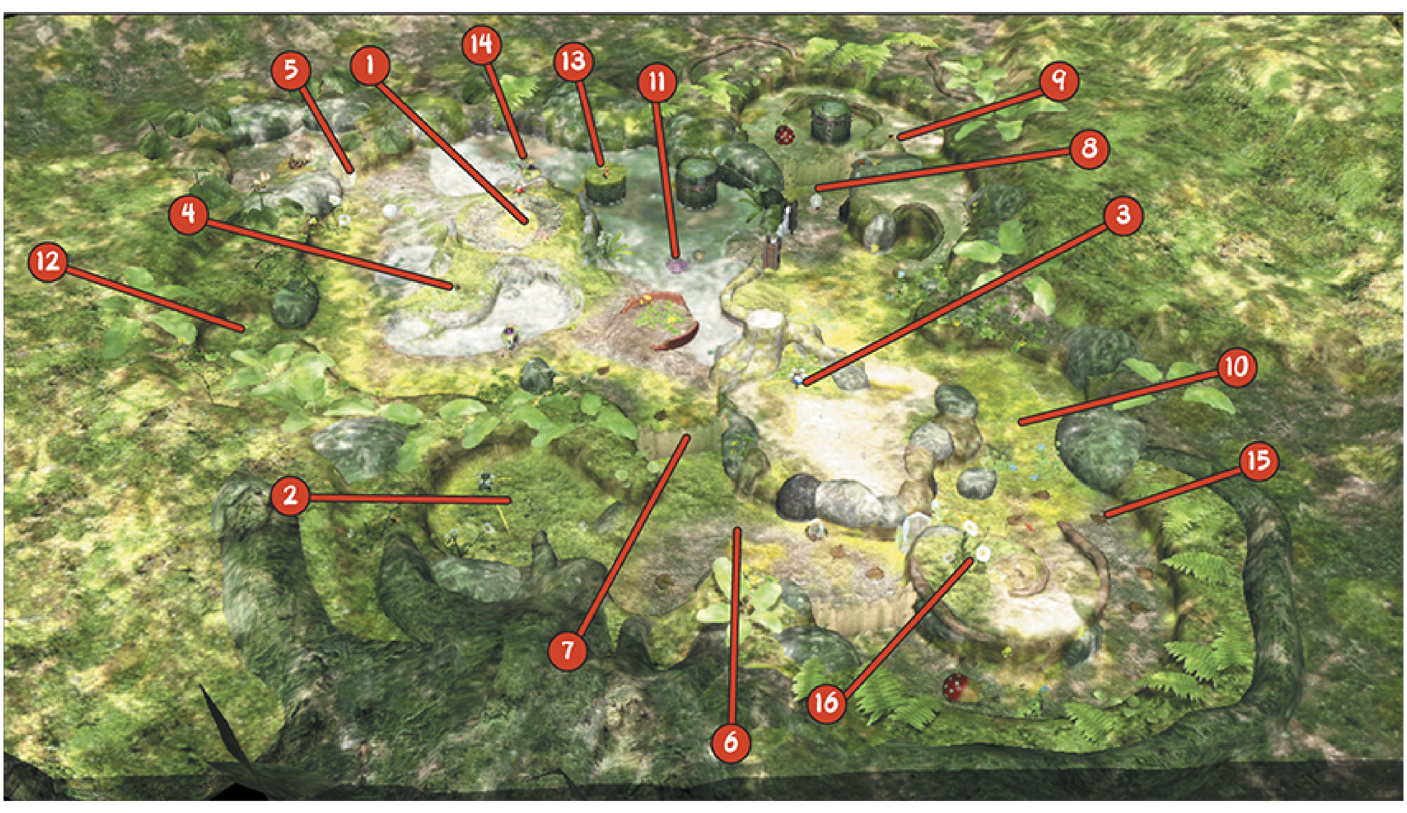
The same basic tactics work just as well when you're playing with a partner. The simplest way to divide labor is to have one player lead the Rock Pikmin while the other player deals with the Red Pikmin and Winged Pikmin. As the mission progresses, both players must share responsibility for all Pikmin types.

When the mission starts, have one player cultivate Winged Pikmin while the other player uses the Rock Pikmin to clear out the creatures on the opposite side of the map. After the player leading the Rock Pikmin reaches the Red Pikmin's Onion, the players should rendezvous and divvy up the remaining tasks. Transfer Pikmin until both players have suitable squads, then have each player defeat the smaller enemies scattered around the map.

When it's time to attack the Spotty Bulbear, transfer all of the Pikmin to a single player and clear the rest of the map.

Battle Enemies!

## Course 5: Shaded Garden



### Available Medals

| Medal | Required Treasure |
|---|---|
| Platinum | 685 |
| Gold | 550 |
| Silver | 400 |
| Bronze | 300 |

Time Limit: 9:00

Available Pikmin: Red Pikmin, Rock Pikmin, Blue Pikmin

**Tip**

Most of the enemies you'll encounter during this mission are fairly good at blending into the environment. Use the in-game map to ensure you've cleared all of the Skitter Leaf enemies, Desiccated Skitter Leaf enemies, Yellow Spectralids, Red Spectralids, and Wogpoles as you move through each area.

### Recommended Tactics

① The mission starts with one crew member near each of the map's three Onions. Have the crew member near the Red Pikmin's Onion start plucking the nearby sprouts.

② Switch to the crew member near the Rock Pikmin's Onion and start plucking the nearby sprouts.

③ Switch to the crew member near the Blue Pikmin's Onion and start plucking the last patch of sprouts.

④ Switch back to the crew member near the Red Pikmin's Onion. Once you've plucked all of the Red Pikmin sprouts, collect the Bomb Rock at Point 4.

⑤ Use the Bomb Rock to destroy the Large Crystal at Point 5. Aim for the area between the Large Crystal and the nearby Fiery Blowhog to ensure this creature is caught in the blast. After the explosion, use your Red Pikmin to attack the Pyroclasmic Slooches in the nearby enclosure. Have your Pikmin collect the defeated enemies, then use the "Go Here" command to send this crew member back to the Red Pikmin's Onion.

⑥ Switch to the crew member near the Rock Pikmin's Onion, then toss one Pikmin onto the Desiccated Skitter Leaf just outside the enclosure. Collect the Bomb Rock nearby Bomb Rock, then move toward the Small Crystal blocking the Geyser. Clear out the nearby Desiccated Skitter Leaf enemies, then smash the Small Crystal and use the Geyser to launch your squad up to the Blue Pikmin's Onion.

⑦ Switch to the crew member leading the Blue Pikmin, then drop down from the ledge and have your Blue Pikmin charge the Dirt Wall at Point 7.

⑧ Switch back to the crew member leading the Rock Pikmin and head toward the Dirt Wall at Point 8. As you move through the area, make sure you defeat all of the smaller enemies hiding along the path. There are three Skitter Leaf enemies on the ground, as well as a Yellow Spectralids flittering around the area.

As you approach Point 8, throw your Bomb Rock at the patch of ground between the Fiery Blowhog and the Dirt Wall.

⑨ After the explosion, step into the enclosure and toss one Pikmin onto the Bomb Rock at Point 9. Turn back and run out of the enclosure to escape from the incoming Bulborb. When the Bulborb returns to its original location, use the Bomb Rock to quickly defeat the creature. Follow the curved ramp to circle the enclosure, then use your Rock Pikmin to clear out the smaller enemies flittering around the area.

⑩ After you defeat all of the enemies around Point 9, gather your Rock Pikmin and use the "Go Here" command to send the squad to Point 10. Doing so allows your Rock Pikmin to gather near another group of Desiccated Skitter Leaf enemies without attracting unwanted attention.

⑪ Switch to the crew member leading the Blue Pikmin, gather your squad, and attack the Desiccated Skitter Leaf enemies ahead of you. Move toward the Toady Bloyster at Point 11 and defeat all of the smaller enemies you spot along the way.

When you reach the Toady Bloyster, toss three Blue Pikmin onto the creature's bulbous tail—this allows your Pikmin to safely attack the Toady Bloyster, but it prevents them from transporting the creature when the battle ends.

⑫ Switch to the crew member leading the Red Pikmin, gather your squad, and move toward the enclosure at Point 12. Defeat the Red Spectralids and the Yellow Spectralids flittering just outside the enclosure, then defeat the large group of Skitter Leaf enemies within the enclosure.

After you defeat the small enemies near Point 12, gather your Red Pikmin and use the "Go Here" command to plot a route to the squad waiting at Point 10.

⑬ Switch back to the crew member leading the Blue Pikmin. Gather your squad and attack any nearby Wogpoles. Throw two Blue Pikmin up to the Bomb Rocks at Point 13, then toss the remaining Pikmin out of your squad.

⑭ When your Pikmin return with the Bomb Rocks, lead them to the Peckish Aristocrab at Point 14. Dismiss your squad and back away. When the Peckish Aristocrab snatches up your Pikmin, it automatically eats one of the Bomb Rocks.

After the explosion, gather your Blue Pikmin and collect the Bomb Rock near the defeated Peckish Aristocrab. Repeat the process to quickly defeat the remaining Peckish Aristocrab, then use your Blue Pikmin to clear out any small enemies in the area.

⑮ If you've been vigilant, there should only be a few enemies left on the map. Switch to one of the other crew members and call all of the Rock Pikmin and Red Pikmin into a single squad. Use your Pikmin to defeat the Desiccated Skitter Leaf enemies scattered around Point 15.

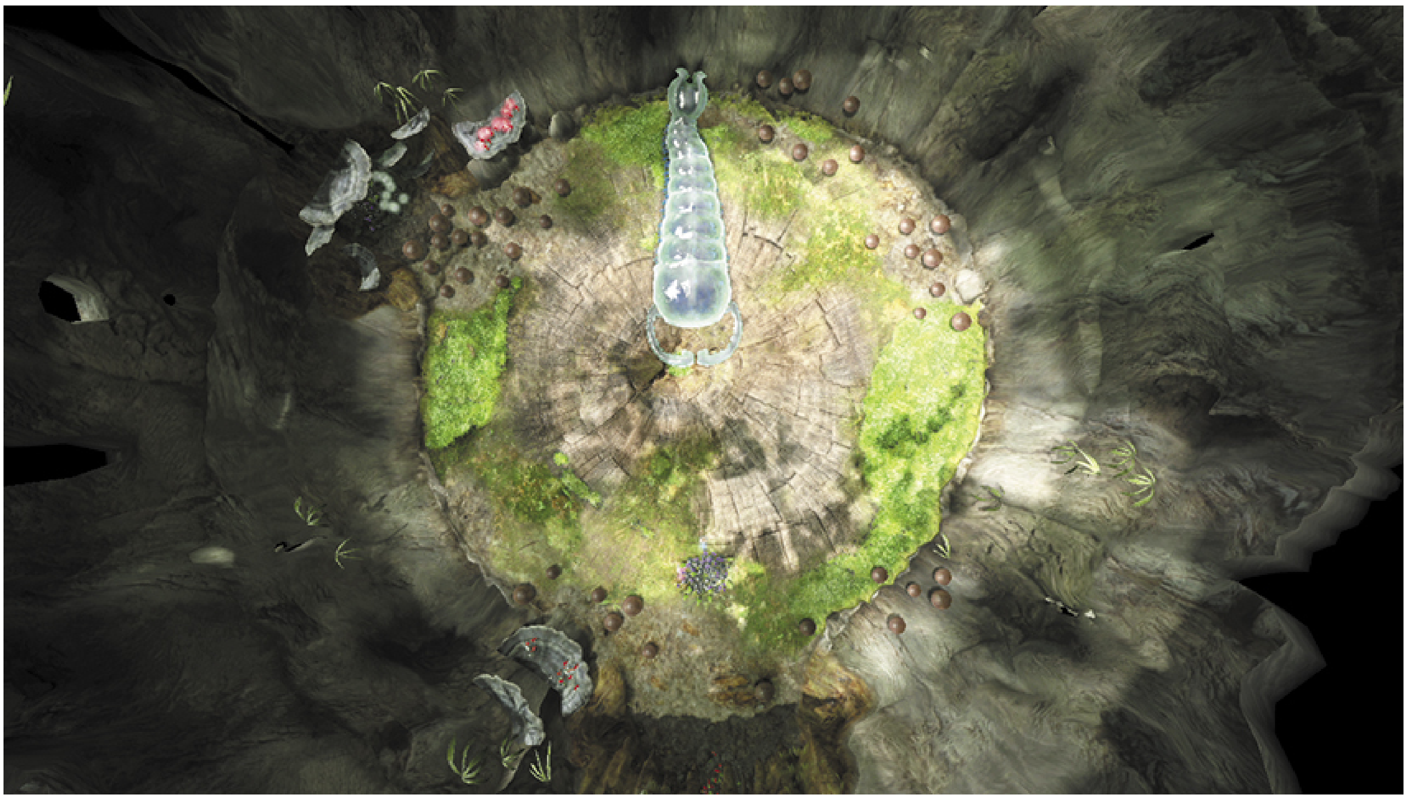
⑯ Gather your Pikmin and climb onto the nearby platform and attack the Red Spectralids near Point 16. After you defeat this creature, drop down and attack the remaining enemies. Defeat the Bulborb and the Yellow Spectralids to complete the mission.

**Cooperative Tactics**

The same basic tactics are just as effective when you're playing with a partner. At the start of the mission, the simplest way to divide labor is to have one player manage the Rock Pikmin while the other player deals with the Red Pikmin and Blue Pikmin. However, once the Blue Pikmin are able to reach the water, it's best for one player to focus on that squad while the other player assumes control of the Rock Pikmin and the Red Pikmin.

Defeat Bosses!

# Course 1: Armored Mawdad



## Available Medals

| Medal | Required Clear Time |
|---|---|
| Platinum | 1:30 |
| Gold | 3:00 |
| Silver | 4:00 |
| Bronze | 5:00 |

Time Limit: 8:00

Available Pikmin: Red Pikmin, Rock Pikmin

## Recommended Tactics

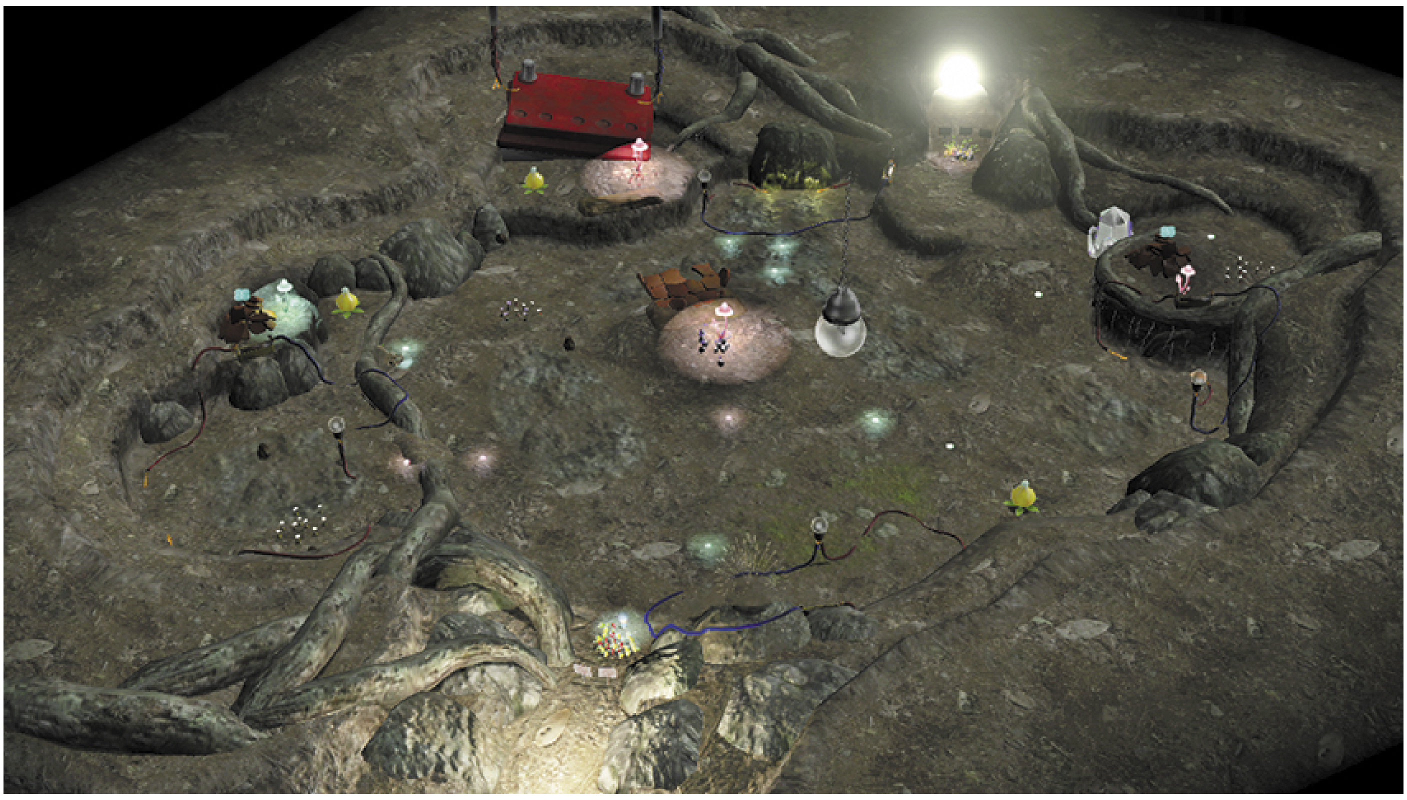
When the mission starts, you already have 30 Rock Pikmin following you. Flank the Armored Mawdad and use the whistle to call the Red Pikmin along the far wall. Throw your Rock Pikmin onto the tip of the Armored Mawdad's Tail. When the tip of the tail shatters, gather the rest of the Red Pikmin.

Lock onto the Armored Mawdad and adjust your position so that the creature's exposed tail is directly in front of you. Send your squad charging in to attack. If you move quickly, you should be able to defeat this creature before it attempts another attack.

Use the same basic tactics when you're playing with a partner. As one player uses the Rock Pikmin to attack the Armored Mawdad's tail, the other player should gather the Red Pikmin. When the tip of the tail shatters, both players should send their respective Pikmin charging into the creature's exposed flesh.

Defeat Bosses!

# Course 2: Vehemoth Phosbat



## Available Medals

| Medal | Required Clear Time |
|---|---|
| Platinum | 2:30 |
| Gold | 4:00 |
| Silver | 6:00 |
| Bronze | 8:00 |

Time Limit: 15:00

Available Pikmin: Red Pikmin, Rock Pikmin, Yellow Pikmin

## Recommended Tactics

When the mission starts, your crew members are located on opposite sides of the cave. Each crew member already has a small squad of Pikmin, so put them to work as quickly as possible.

Use one squad to transport the Fragments on the west side of the cave, then use the other squad to transport the Fragments to the east. While the bridge is being assembled, gather the sprouts and idle Pikmin scattered around the area. Toss one crew member onto the ledge along the cave's west wall to pluck the last of the sprouts.

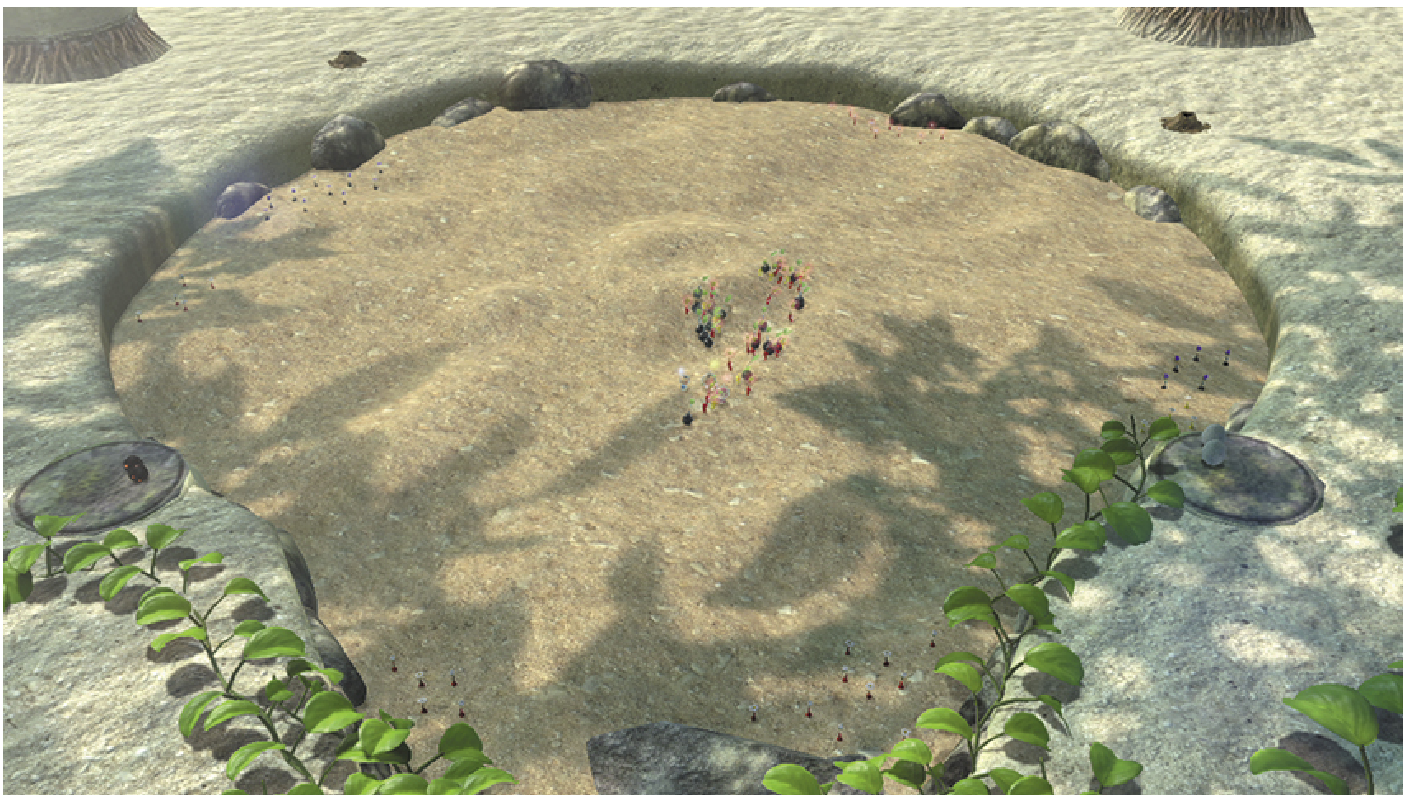
When all of the Fragments are in place, gather your Pikmin and move across the bridge. Toss 20 Yellow Pikmin onto the large Electrode, then gather your Pikmin and confront the Vehemoth Phosbat.

Attack the Vehemoth Phosbat as it moves around the area. Use Yellow Pikmin to attack the enemy while it's in the air, then send your squad charging in each time the Vehemoth Phosbat touches down. Keep your Pikmin away from the Vehemoth Phosbat's mouth, and use your whistle to calm any Pikmin affected by the creature's dust. Continue attacking until you complete the mission.

Use the same basic tactics when you're playing with a partner. Work together to assemble the bridge and gather the available Pikmin. After you and your partner light the cave, work together to keep the Pikmin attacking the Vehemoth Phosbat.

Defeat Bosses!

# Course 3: Sandbelching Meerslug



## Available Medals

| Medal | Required Clear Time |
|---|---|
| Platinum | 2:30 |
| Gold | 4:00 |
| Silver | 6:00 |
| Bronze | 8:00 |

Time Limit: 13:00

Available Pikmin: Red Pikmin, Rock Pikmin, Yellow Pikmin

## Recommended Tactics

During this mission, the Sandbelching Meerslug's enclosure contains Bomb Rocks that aren't provided in Story mode. When the mission starts, you already have a fairly large squad of Pikmin following you. Toss your extra crew members onto the sprouts along the edge of the enclosure and prepare for the Sandbelching Meerslug's first attack.

If the Sandbelching Meerslug emerges from the sand, run in and have your Pikmin attack the creature.

If the Sandbelching Meerslug creates a pit, lock onto the creature and keep your Pikmin just out of range. Send your Pikmin charging in just as the Sandbelching Meerslug's jaws snap shut.

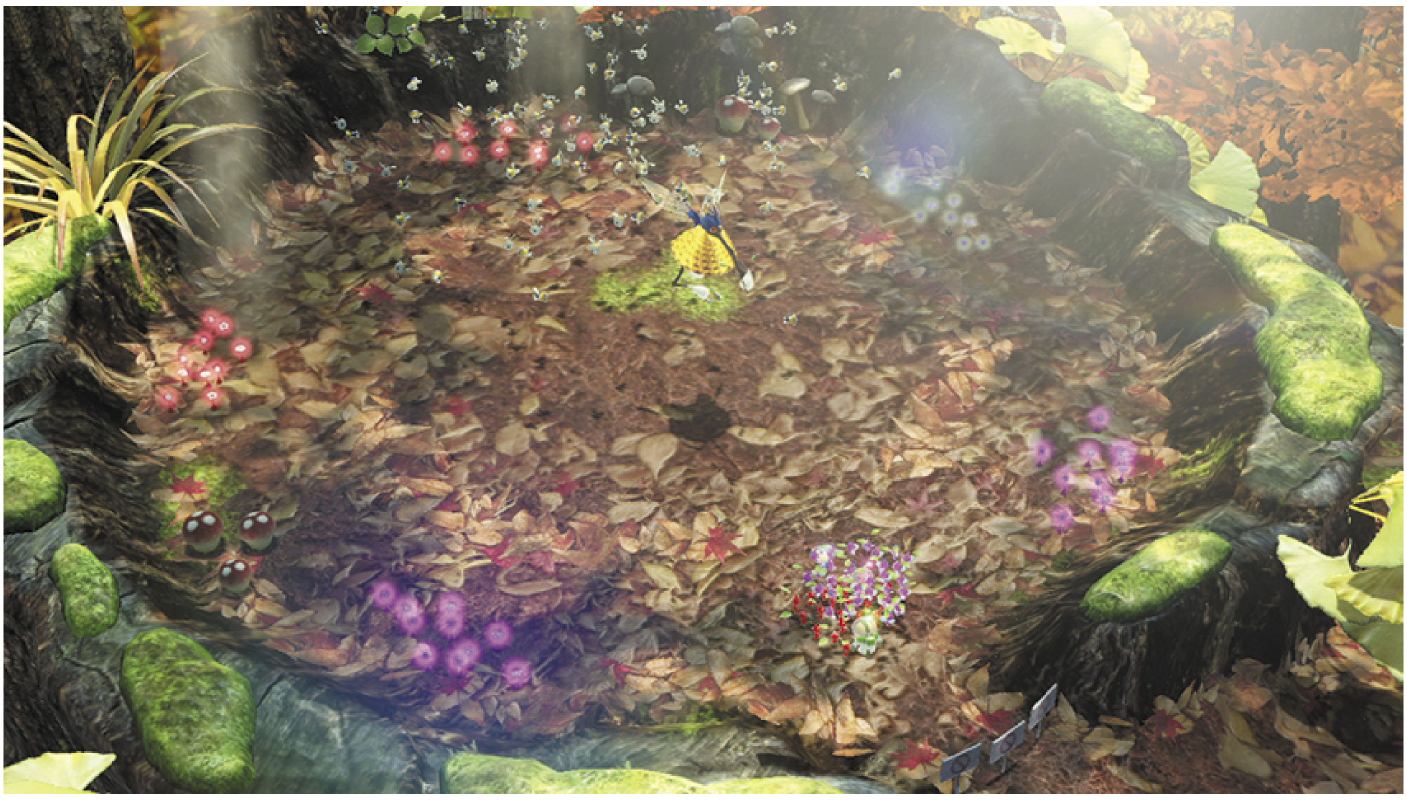
No matter which attack the Sandbelching Meerslug uses, a successful counterattack will temporarily incapacitate the creature. Use this time to switch crew members and begin gathering the Bomb Rocks located along the ledge surrounding the enclosure. There two Bomb Rocks in plain site, but there are seven more Bomb Rocks to be found in the Dirt Mounds at the far end of the enclosure.

When the Sandbelching Meerslug recovers, switch back to the main squad, gather the idle Pikmin, and counter the next attack to incapacitate the creature again. Repeat the process until you collect at least five Bomb Rocks. The next time the Sandbelching Meerslug creates a pit in the sand, throw all of your Bomb Rocks into the creature's mouth—the resulting explosion should be enough to finish the creature.

Use the same basic tactics when you're playing with a partner. As one player uses the main squad to counter the Sandbelching Meerslug's attacks, the other player should pluck sprouts and collect the available Bomb Rocks. The extra crew member should be used to help pluck sprouts over the course of the battle.

Defeat Bosses!

# Course 4: Scornet Maestro



## Available Medals

| Medal | Required Clear Time |
|---|---|
| Platinum | 2:30 |
| Gold | 4:00 |
| Silver | 6:00 |
| Bronze | 8:00 |

Time Limit: 10:00

Available Pikmin: Red Pikmin, Rock Pikmin, Winged Pikmin

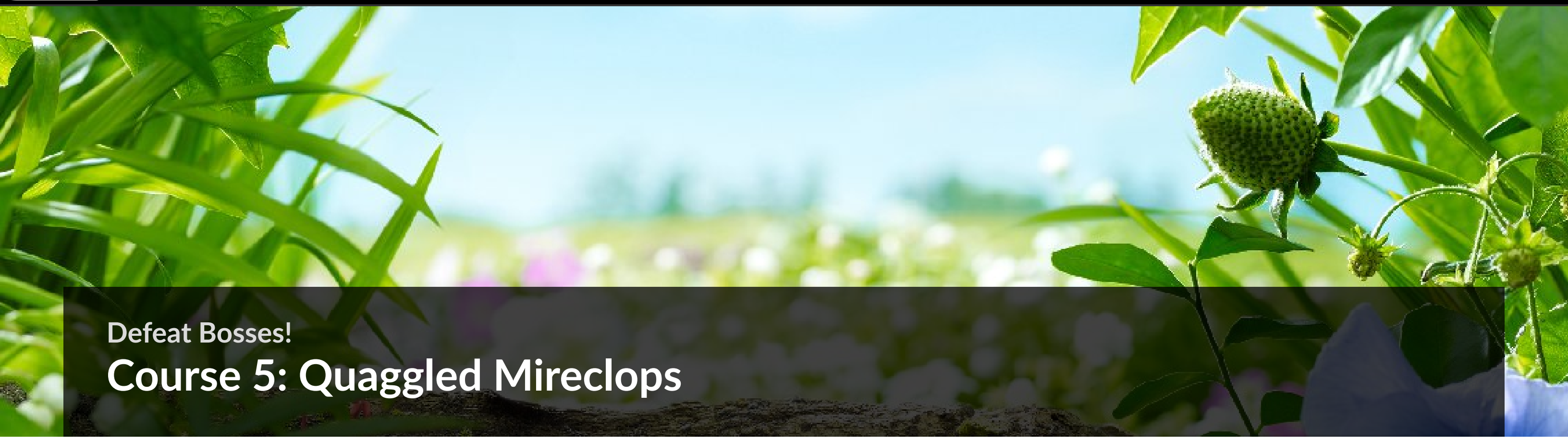
## Recommended Tactics

When the mission starts, you already have a fairly large squad of Pikmin. Toss one crew member near the barricade at the enclosure's exit, then toss one crew member onto the nearby sprouts. Move the squad onto a different group of sprouts, then switch to the crew member you left near the barricade.

The Scornet Maestro will always attack the player, so assuming control of the crew member by the barricade keeps the Scornets safely away from your Pikmin. When the Scornets begin their attack, switch back to the crew member leading the main squad and gather all of the available Pikmin. When the Scornets fly out of the area, lock onto the Scornet Maestro and send your squad charging in. As your Pikmin attack the creature, move one of your available crew members onto another cluster of sprouts.

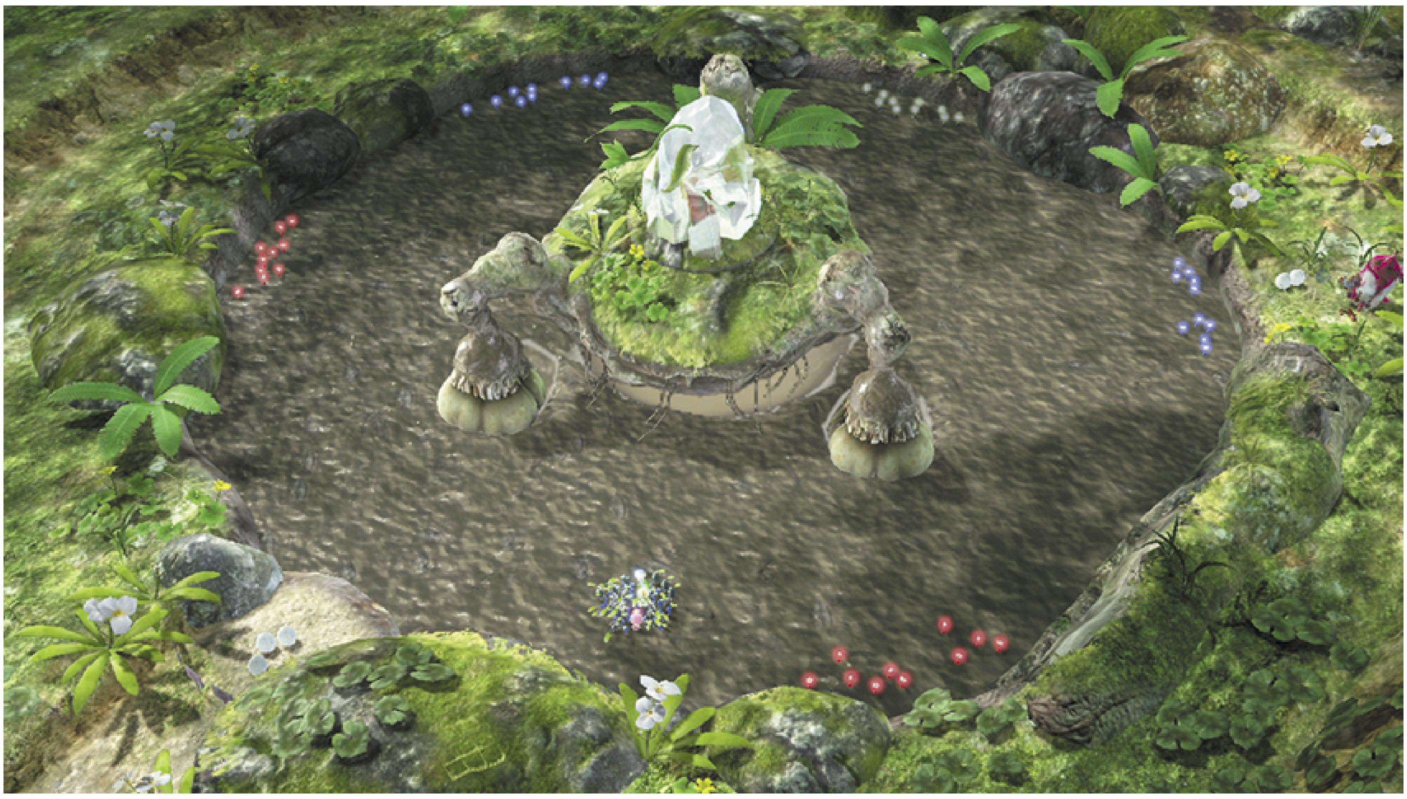
When the Scornets return to the area, gather your Pikmin and use the same tactics to counter the next attack. Use a crew member to draw the Scornets away from the main squad, then have your Pikmin attack the Scornet Maestro as its minions fly out of the area. Repeat the process until you defeat the Scornet Maestro.

Use the same basic tactics when you're working with a partner. One player should deal with the Scornet Maestro as the other player plucks sprouts.



Defeat Bosses!

# Course 5: Quaggled Mireclops



## Available Medals

| Medal | Required Clear Time |
|---|---|
| Platinum | 2:30 |
| Gold | 4:00 |
| Silver | 6:00 |
| Bronze | 8:00 |

Time Limit: 15:00

Available Pikmin: Red Pikmin, Rock Pikmin, Blue Pikmin

## Recommended Tactics

When the mission starts, you already have a fairly large squad of Pikmin. Toss each of your extra crew members onto a cluster of sprouts, then use your squad to attack one of the Quaggled Mireclops' feet. When the creature collapses, gather your squad and throw your Rock Pikmin into the Mireclops Crystal.

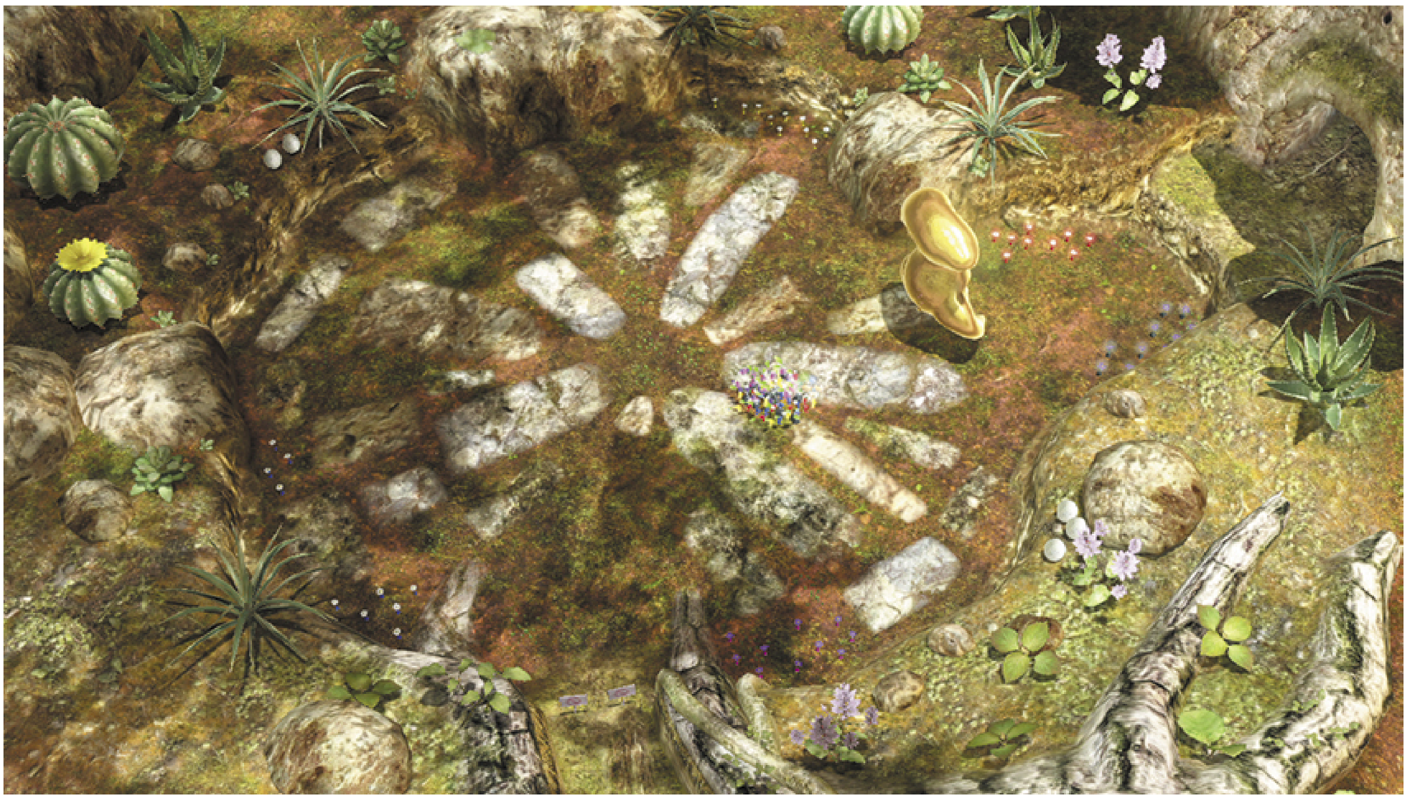
When the Mireclops Crystal shatters, gather your Pikmin and attack one of the creature's feet. When the creature collapses, run onto its back. Lock onto the Quaggled Mireclops and send your Pikmin charging in.

When the Quaggled Mireclops recovers, gather your Pikmin and restart the process. As you attack the creature's feet, use the whistle to rescue any Red Pikmin or Rock Pikmin that fall into the water. When the creature collapses, run onto its back and have your Pikmin charge in to attack. Repeat the process until you defeat the creature.

Use the same basic tactics when you're playing with a partner. As one player uses the main squad to attack the Quaggled Mireclops, the other player should pluck the sprouts scattered around the enclosure.

### Defeat Bosses!

# Course 6: Plasm Wraith



## Available Medals

| Medal | Required Clear Time |
|---|---|
| Platinum | 4:00 |
| Gold | 5:00 |
| Silver | 6:00 |
| Bronze | 7:00 |

Time Limit: 12:00

Available Pikmin: Red Pikmin, Rock Pikmin, Yellow Pikmin, Winged Pikmin, Blue Pikmin

## Recommended Tactics

When the battle starts, you already have half of the available Pikmin in your squad. Toss one crew member onto the group of Rock Pikmin sprouts, then toss a crew member over to the Winged Pikmin sprouts. Lock onto the Plasm Wraith, flank the creature, then send your Pikmin charging in to attack.

As the Plasm Wraith moves through the enclosure, some of the attacking Pikmin are knocked loose. For now, just leave these Pikmin where they fall. Idle Pikmin will automatically destroy any nearby plasm puddles.

Pluck the remaining sprouts, then turn your focus to the Plasm Wraith. Use half of your Pikmin to attack the enemy while you use the rest of your squad to destroy the loose plasm. When the creature begins summoning Elemental Plasms, use the appropriate Pikmin to destroy each hazard. Each time an Elemental Plasm dissolves, allow the Pikmin assigned to the hazard to destroy the resulting plasm. Destroy the plasm puddles until the Plasm Wraith succumbs to your attacks.

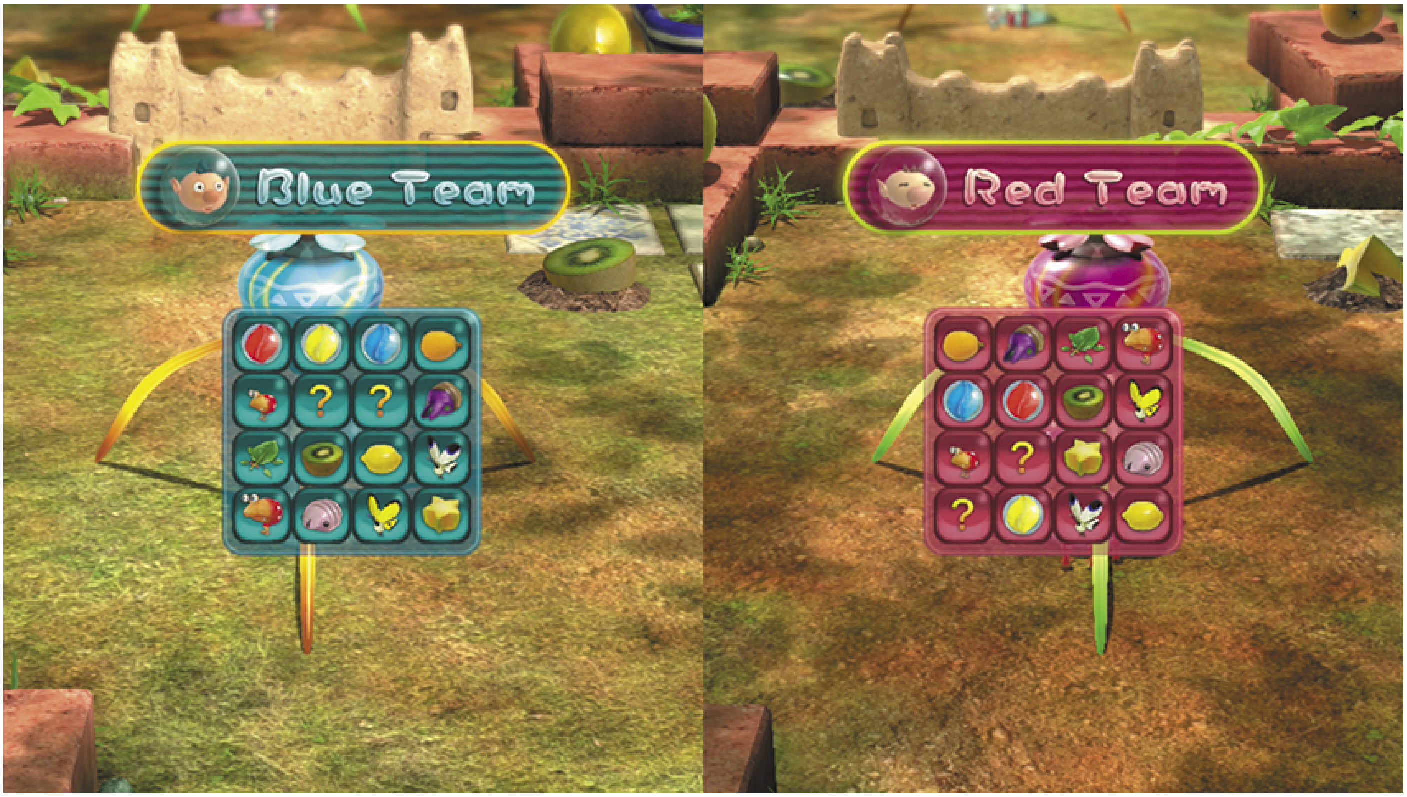
Use the same basic tactics when you're playing with a partner. Use the main squad to attack the Plasm Wraith as both players pluck the sprouts scattered throughout the enclosure. When all of the sprouts are plucked, have one destroy the loose plasm as the other player attacks the Plasm Wraith and any Elemental Plasms that appear.

Bingo Battle

# Bingo Battle

During a Bingo Battle, you and your opponent race to activate the squares on your respective bingo cards by collecting the objects and enemies scattered across the map. The first player to activate a line of four squares on his or her bingo cards wins the battle.

# Bingo Cards



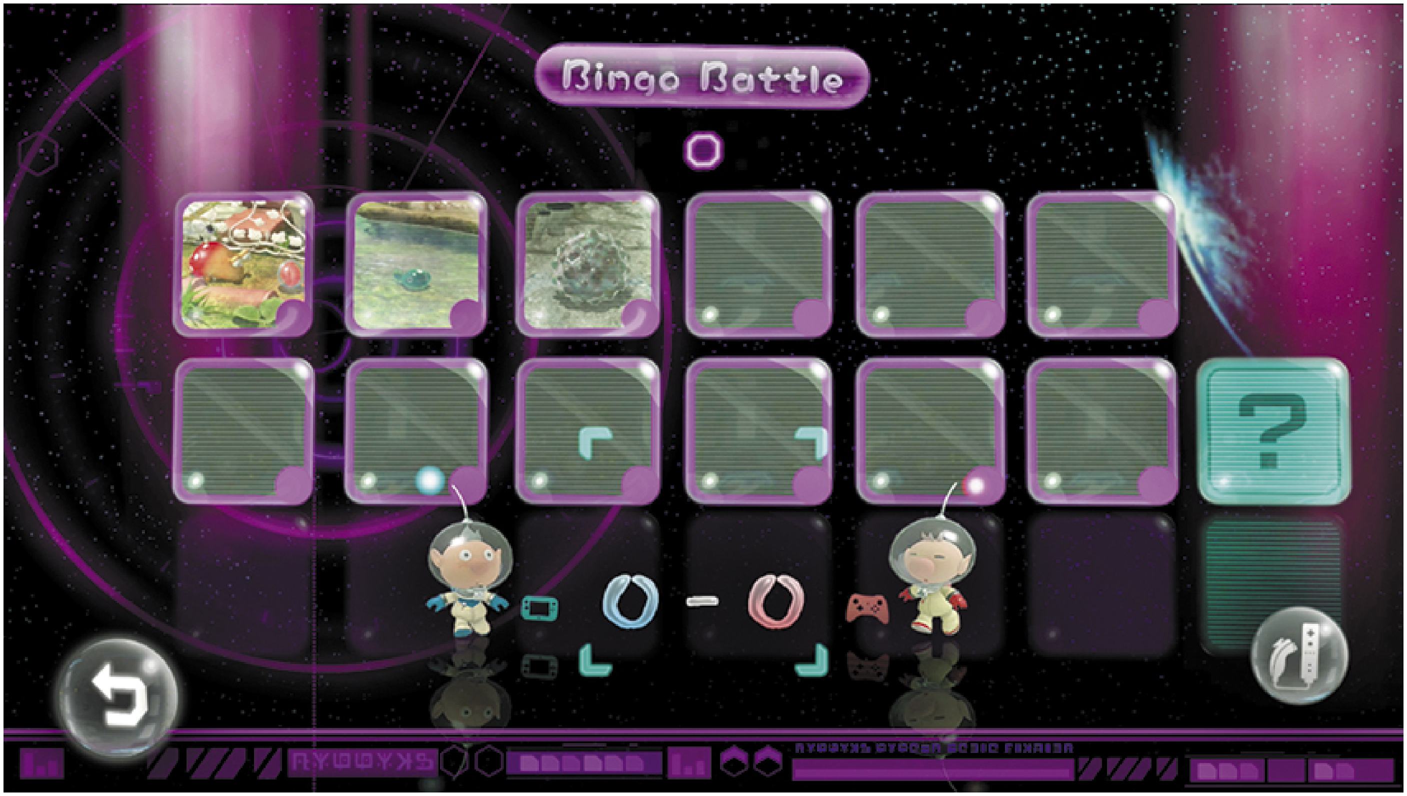
When the battle begins, each player receives a randomly selected bingo card. As you collect the objects and enemies shown on your bingo card, the corresponding square is activated. To win the battle, you must create a straight line of four active squares—the active squares can be aligned horizontally, vertically, or diagonally.

When a player activates three squares in a line, a notification appears on the screen. The square needed to complete the line is then highlighted on that player's bingo card.

**Note**

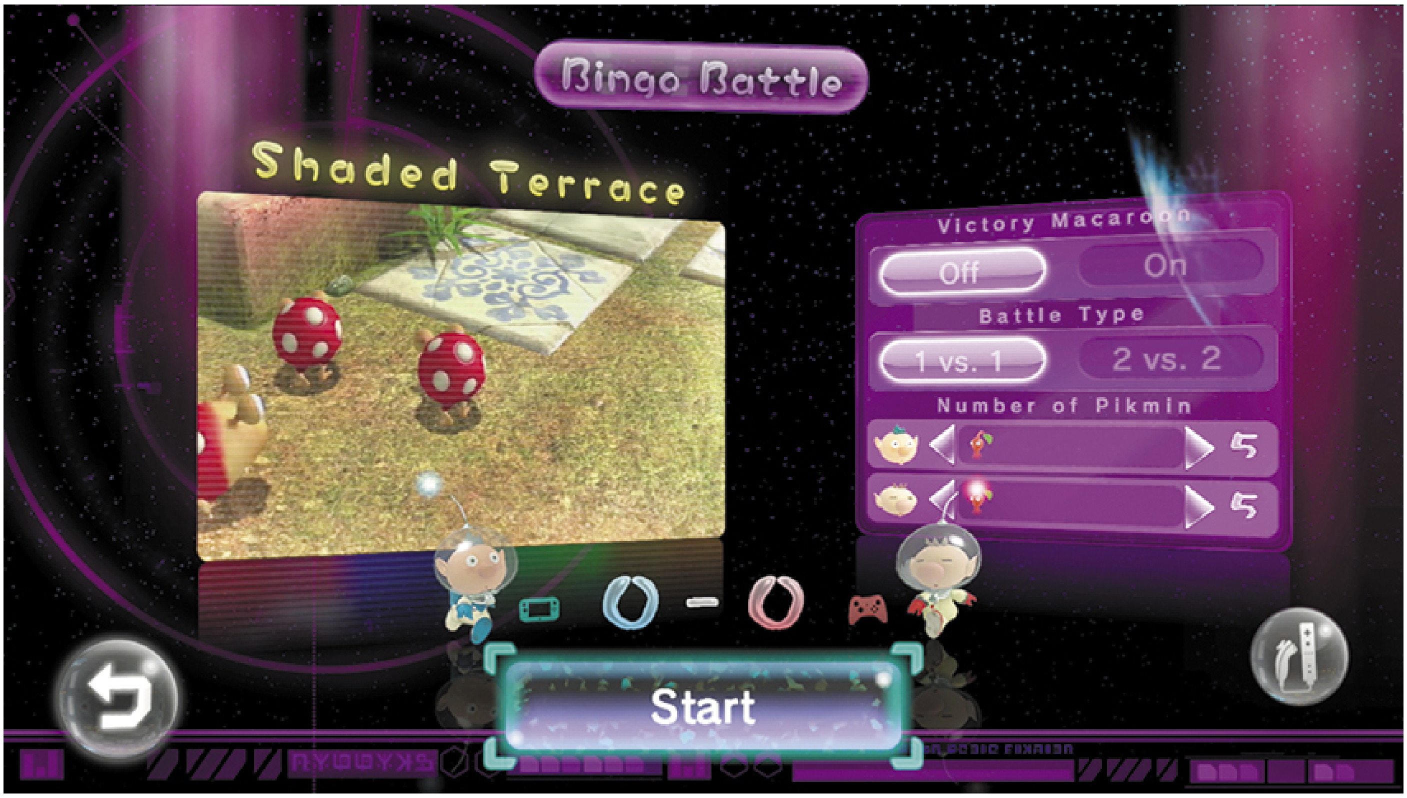
A question mark on a bingo card indicates that the corresponding object is located inside of an enemy.

# Unlocking Maps



When you set up your first Bingo Battle, most of the maps are unavailable. Simply complete a battle on each map to unlock the next map in the sequence.

# Starting a Bingo Battle



Victory Macaroon
Off On

Battle Type
1 vs. 1 2 vs. 2

Number of Pikmin
5
5

Before starting a Bingo Battle, each player must choose the controller he or she will use during the game. You can then select one of the available maps and adjust the Bingo Battle settings. When you're ready, select "Start" to begin the battle.

## Bingo Battle Settings

Before starting a Bingo Battle, you can adjust three settings:

Victory Macaroon: Activate this setting to place a Victory Macaroon near each player's Onion. If you manage to collect your opponent's Victory Macaroon, you're rewarded with an instant win.

Battle Type: Select "1 vs. 1" to have each player control a single crew member. Select "2 vs. 2" to provide each player with two crew members.

Number of Pikmin: Use this setting to adjust the number of Pikmin assigned to each player at the beginning of the battle.

Using Items

# Using Items

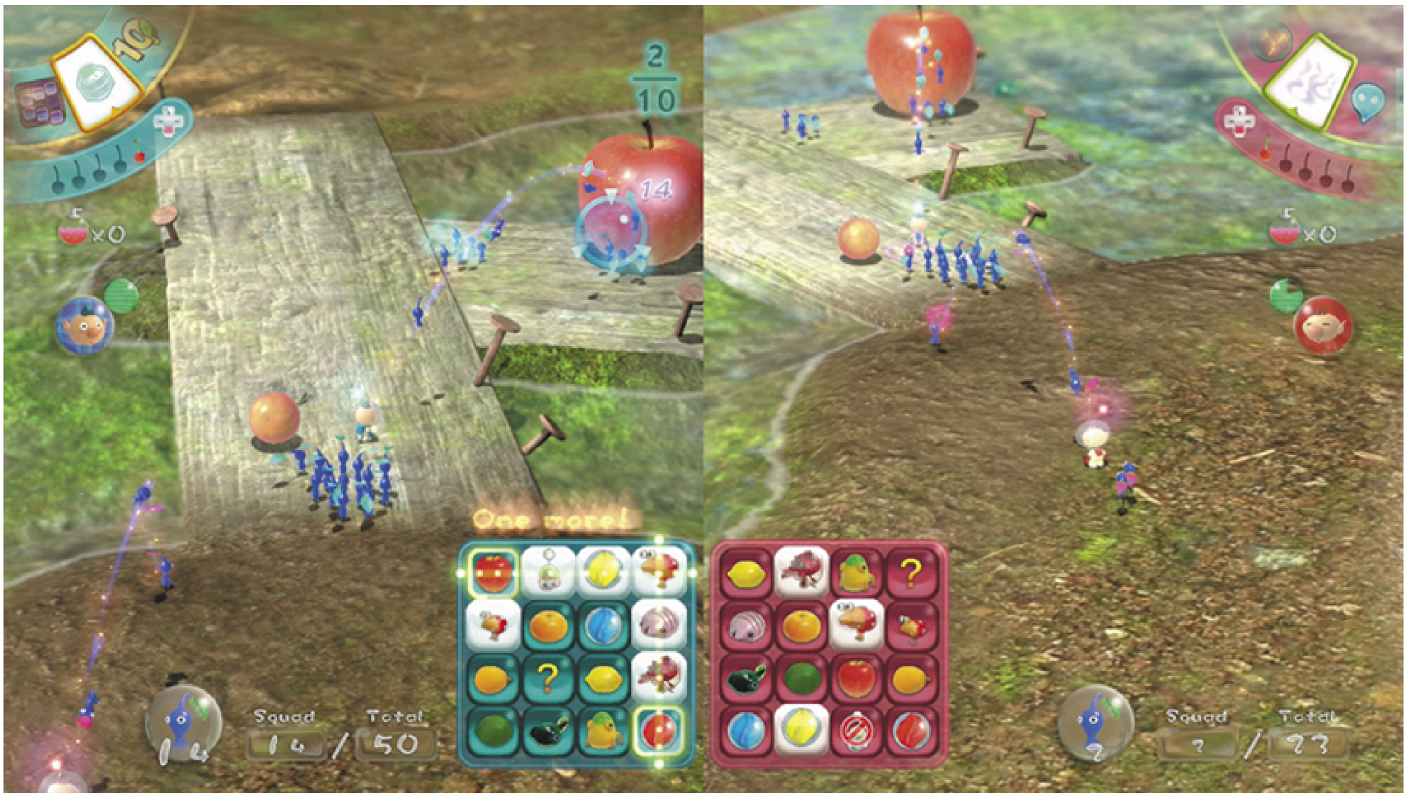
When you collect a Cupid's Grenade during a Bingo Battle, you receive a randomly selected item. Press to surrender your Cupid's Grenade and use the indicated item. Each item has a different effect, but some of them are powerful enough to reverse the flow of a battle.

You can store up to five Cupid's Grenades at one time. If you manage to collect a Golden Grenade, your remaining slots are instantly filled.

## Bingo Battle Items

| Item | Description |
|---|---|
| +10 Pikmin | This item adds 10 Pikmin to your team. |
| +5 Rare Pikmin | This item adds 5 rare Pikmin to your team. |
| Lightning | This item strikes your opponents with lighting, causing temporary paralysis. |
| Lucky Marble | This item activates one square of your bingo card. |
| Rock Storm | This item drops a storm of rocks around your opponent. |
| Ultra-Spicy Spray | This item temporarily boosts the attack power of your Pikmin. |
| Enemy Annihilator | This item instantly defeats all indigenous creatures on the screen. |
| Bomb Rock | This item explodes a short time after being thrown. |
| Shuffle | This item scrambles your opponent's bingo card. |
| Mine | This item activates shortly after being thrown. Once it's activated, a Mine will explode when a crew member from either team approaches. |
| Warp | This item transports your opponent to another location. |
| Macaroon Recovery | This item returns your stolen Victory Macaroon. |

# Common Strategies



There are a lot of factors to consider when choosing an overall strategy for a Bingo Battle. How many Pikmin are available when the battle starts? Are there any Pikmin sprouts waiting to be plucked? How are the objects on your bingo card arranged? Which items are on your side of the map? Is the Victory Macaroon active? What strategy does your opponent seem to be using?

It can all seem a bit daunting to new players, but there are some common strategies that you can utilize at the start of any battle:

- For a balanced approach, focus on smaller enemies to produce new Pikmin while you activate a few squares on your bingo card. When you have between 10-20 Pikmin, seek out the specific items that will allow you complete one of the lines on your bingo card.
- Defensive players can focus on their opponent's bingo card. Determine which objects would be most beneficial to the other team, then swoop in and grab them before your opponent can stop you.
- If you want to rely on brute force, focus on enemies and pellets to produce as many Pikmin as possible. Once you have a suitably large squad, use it to wipe out the other team's Pikmin. As your opponent attempts to rebuild his or her squad, collect any objects that will allow you to complete a line on your bingo card.
- Players looking to confound their opponents can attempt to stockpile Cupid's Grenades as soon as the battle begins. Use the items you receive to hinder your opponent's efforts as you focus on your own bingo card.

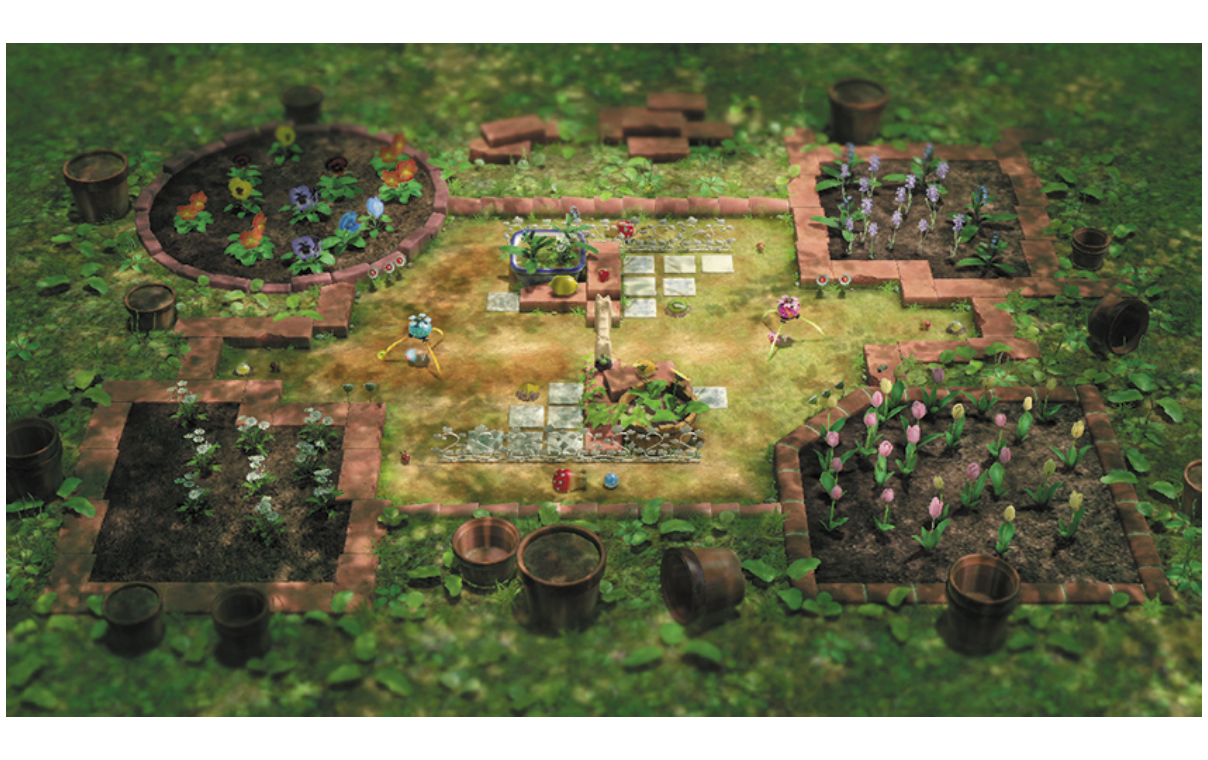
After you complete a few Bingo Battles, you're bound to develop a preference for a specific strategy, but it's best to vary your tactics between battles. Surprising your opponent with an unpredictable strategy can be very effective.

# Bingo Battle Maps

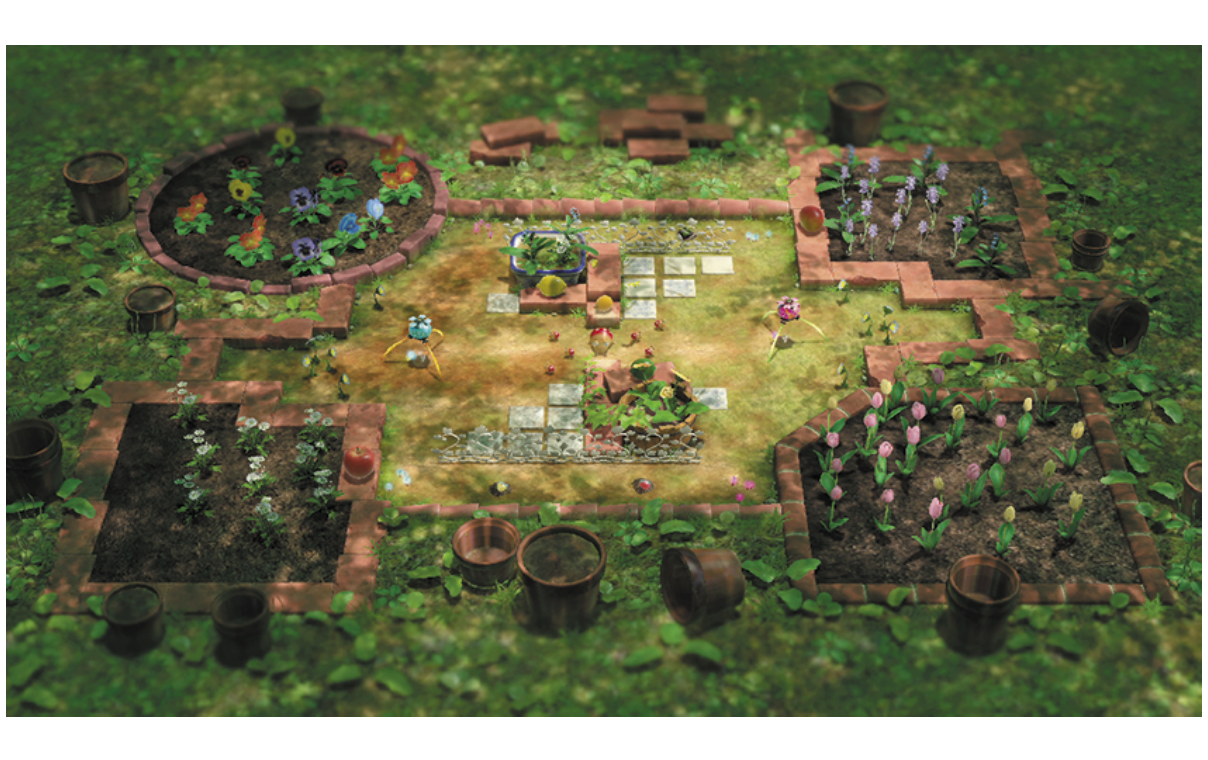
When you set up a Bingo Battle, you're allowed to choose from up to 12 different maps. After you do, the game randomly selects one of three possible map variations. To improve your odds of winning a Bingo Battle, memorize the locations of all obstacles, enemies, and objects for each map variation:

## Shaded Terrace

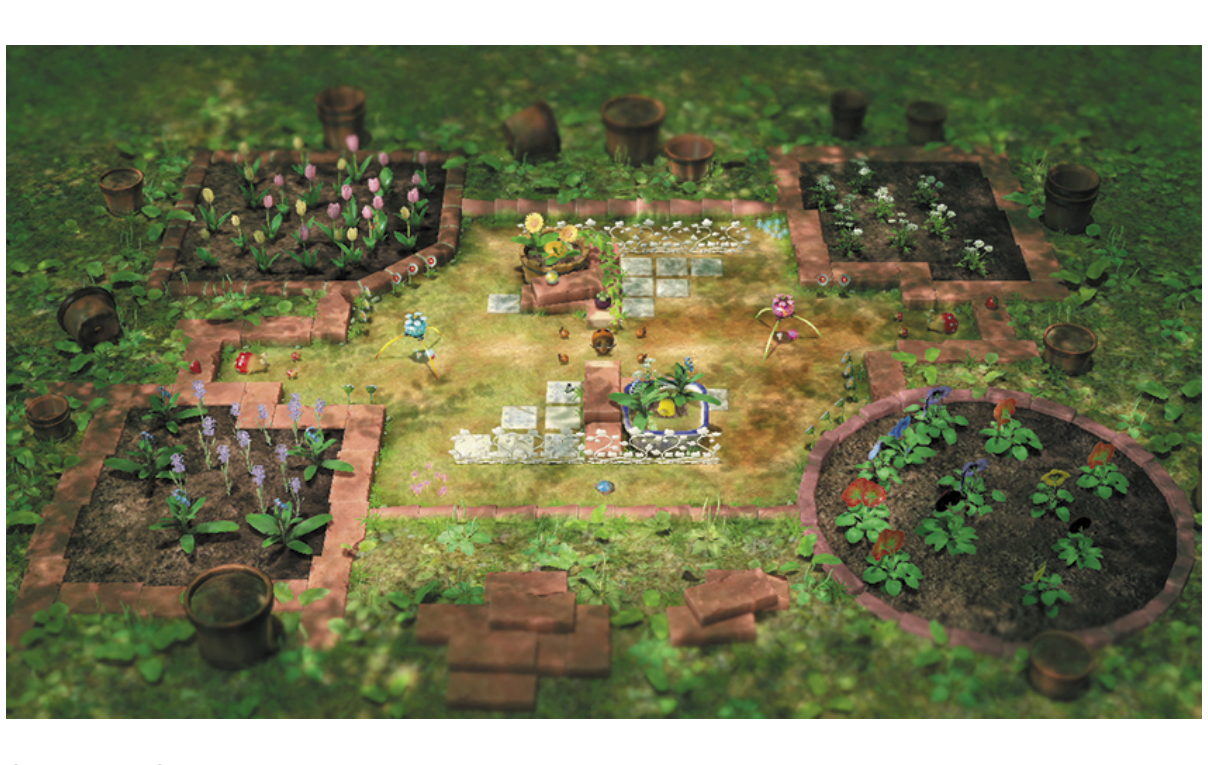
### Shaded Terrace: A



### Shaded Terrace: B

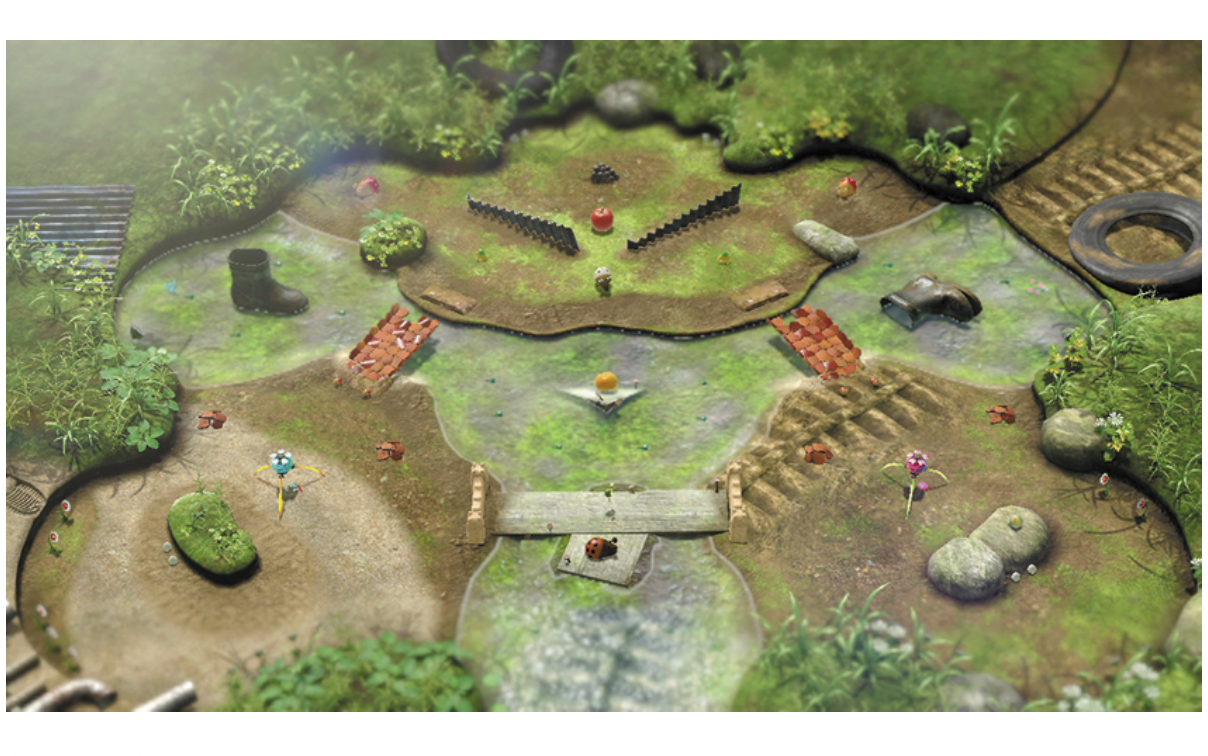


### Shaded Terrace: C

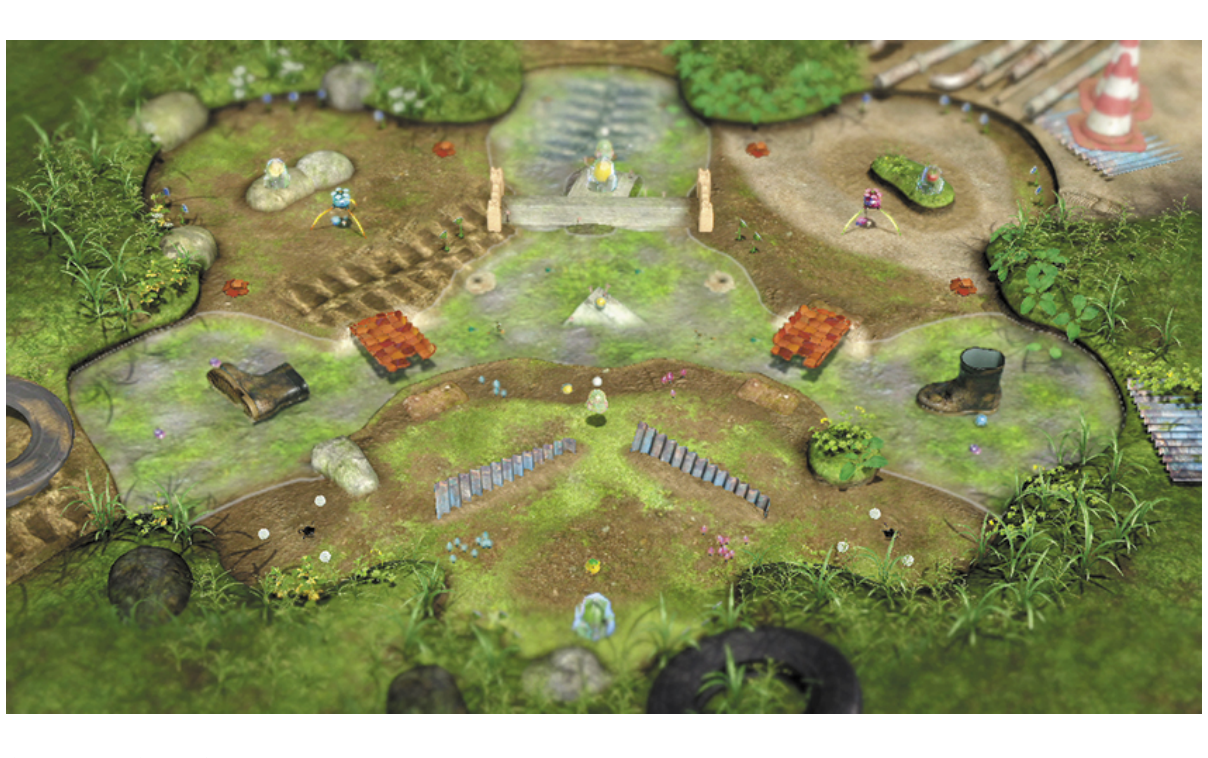


## Stagnant Sea

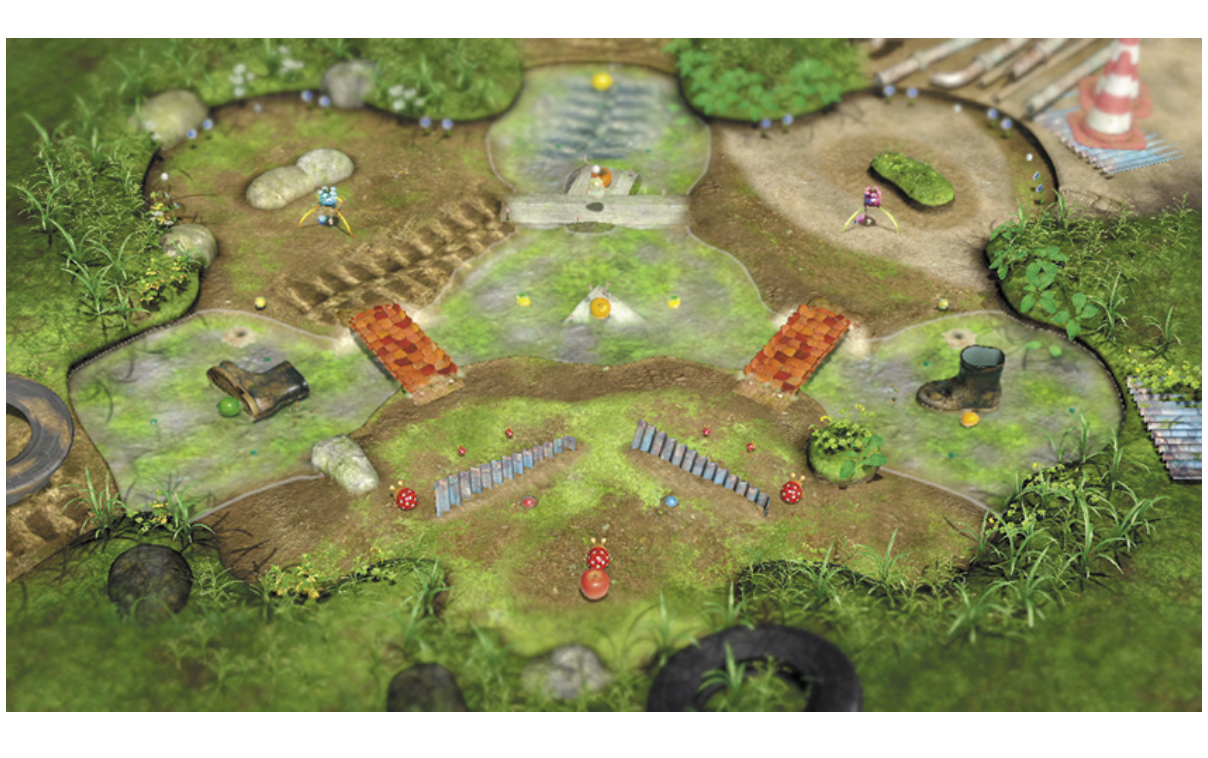
### Stagnant Sea: A



### Stagnant Sea: B

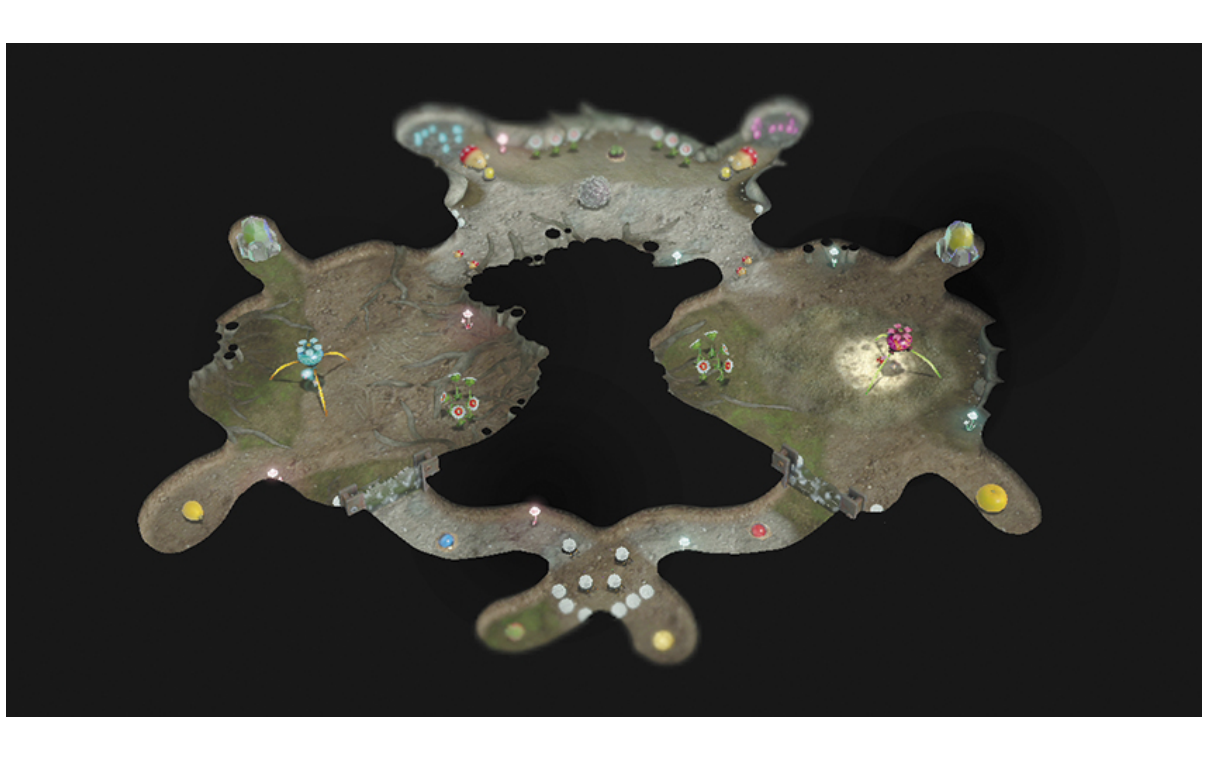


### Stagnant Sea: C

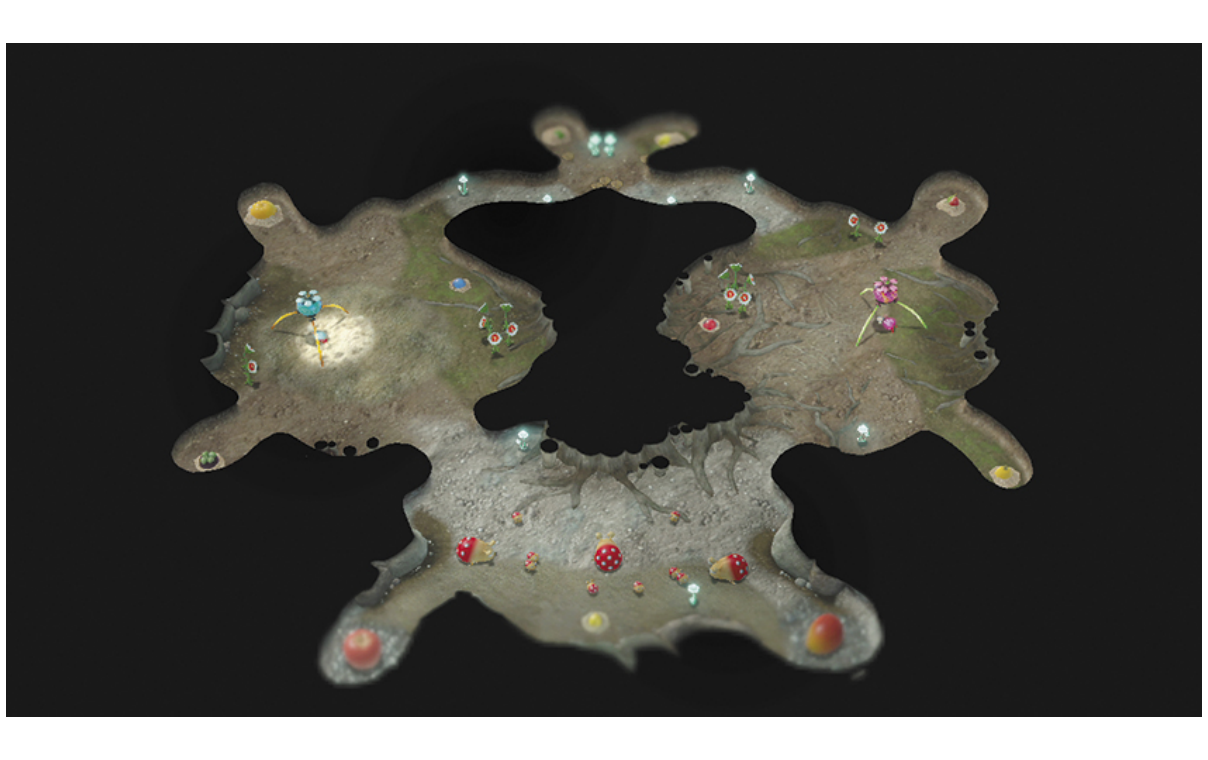


## Twisted Cavern

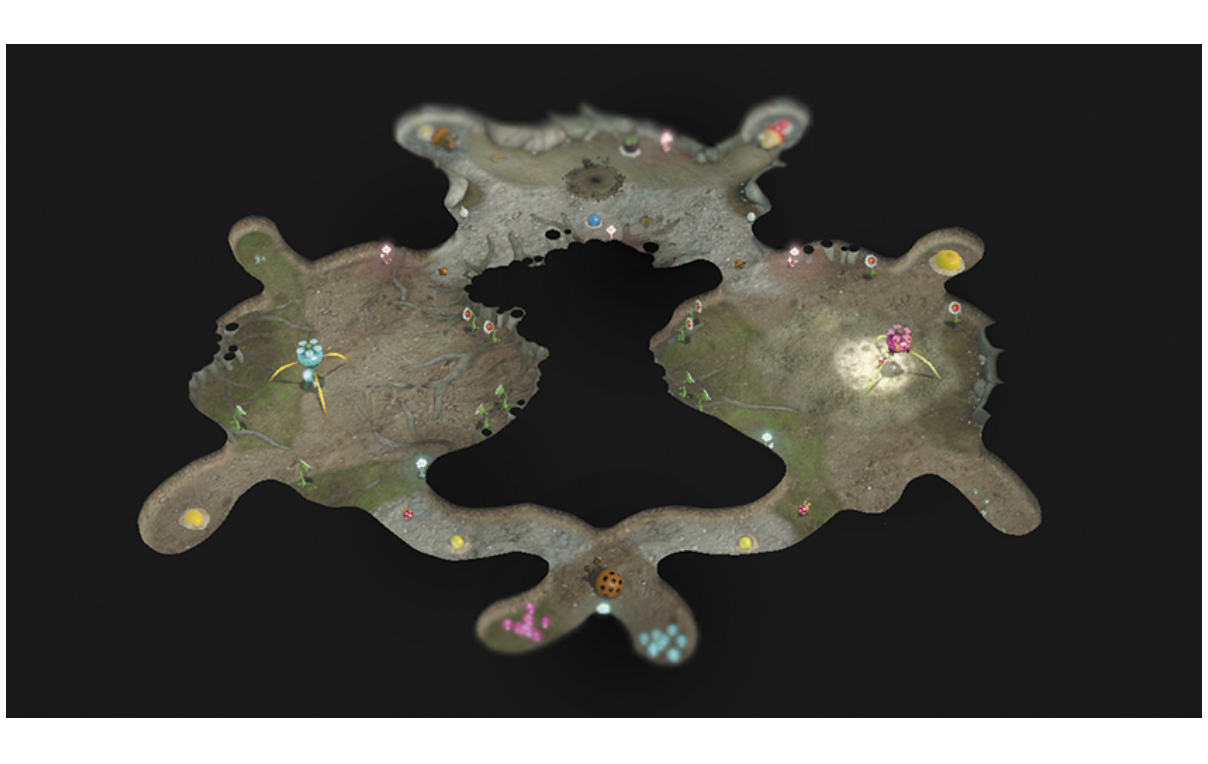
### Twisted Cavern: A



### Twisted Cavern: B

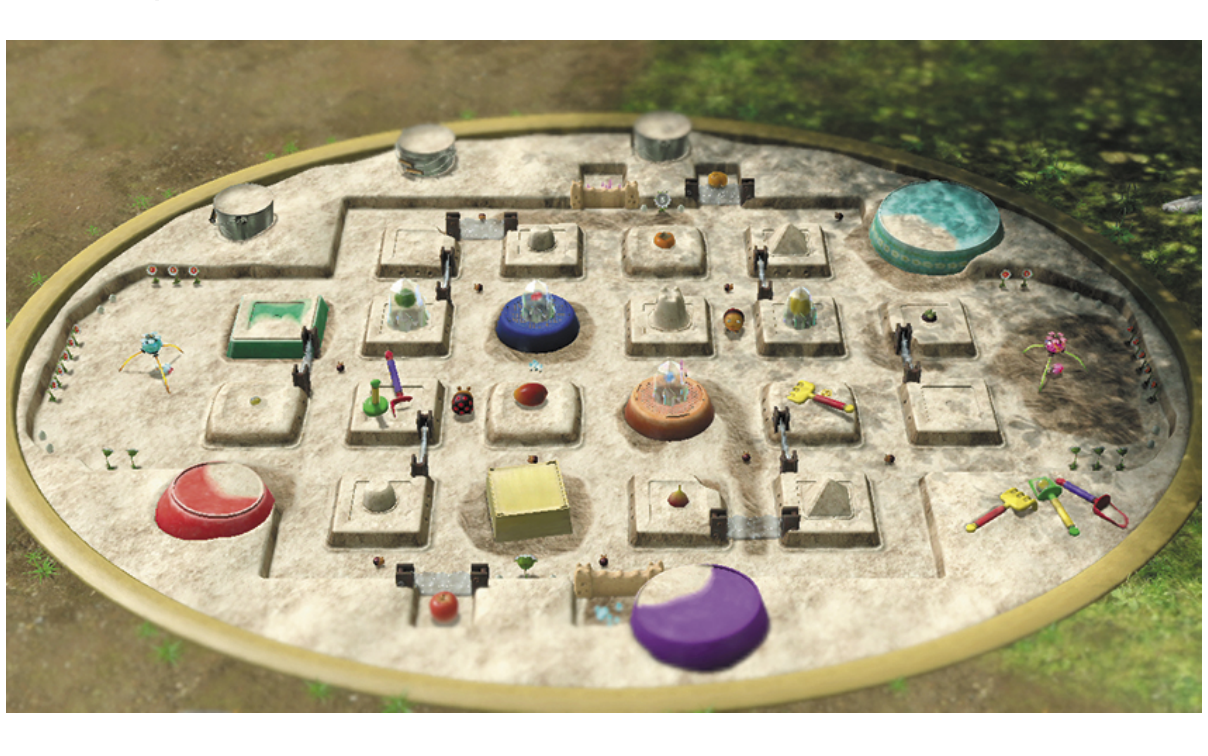


### Twisted Cavern: C

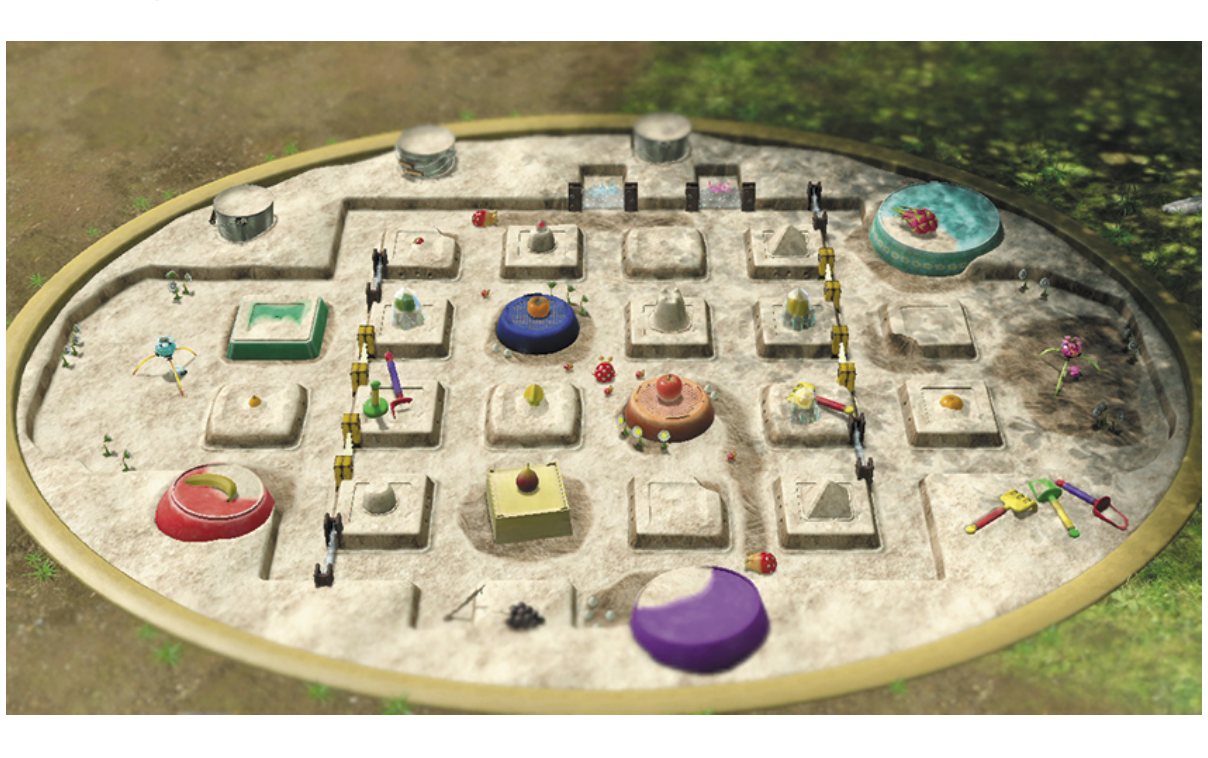


## Arid Metropolis

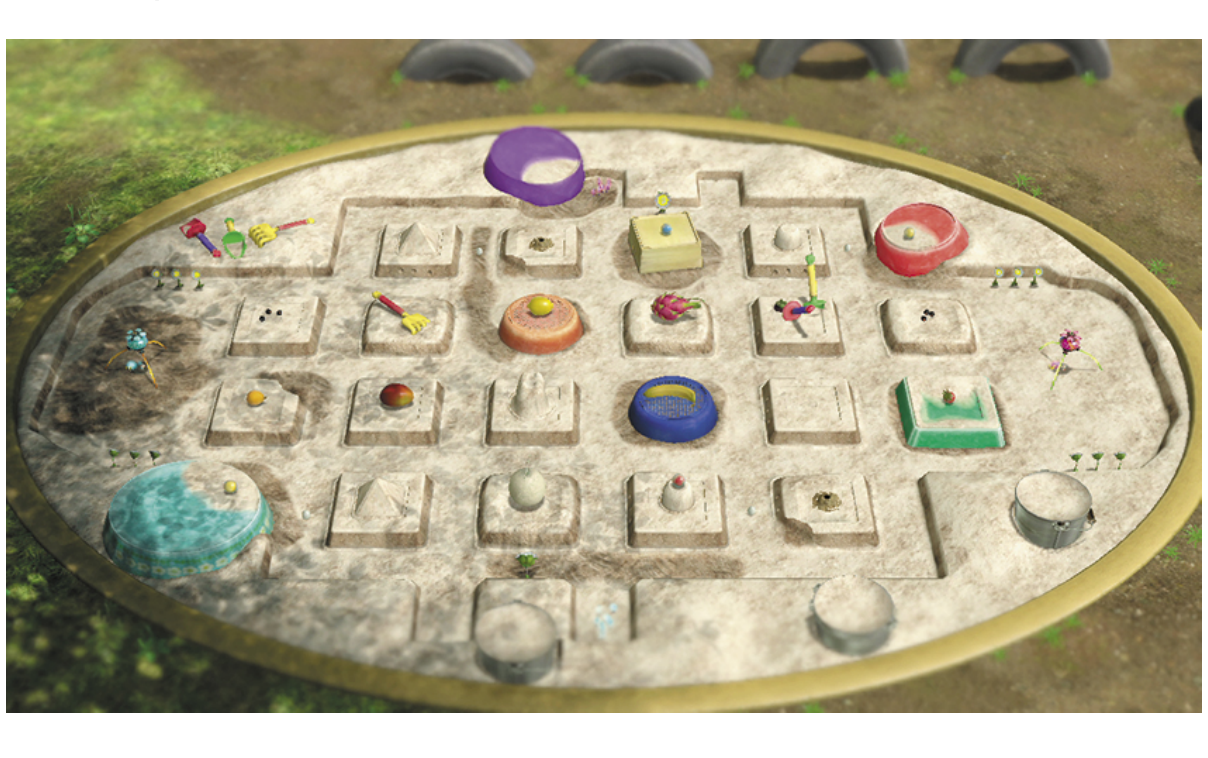
### Arid Metropolis: A



### Arid Metropolis: B

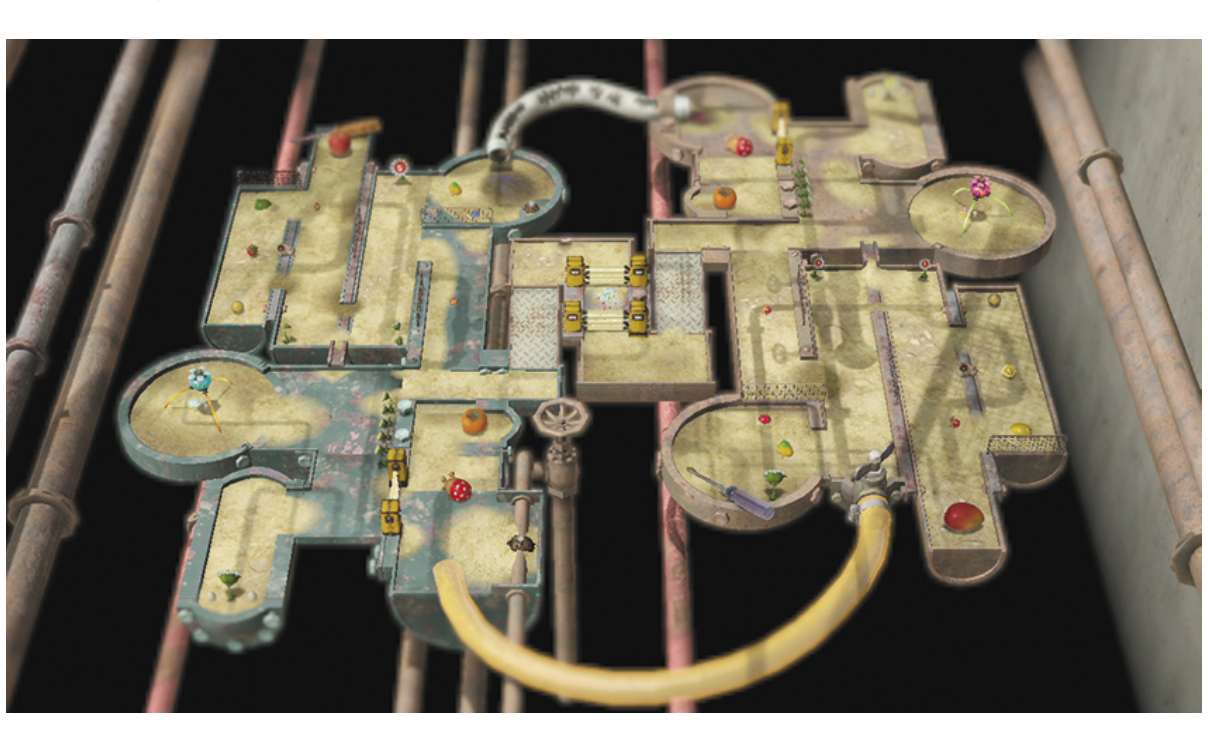


### Arid Metropolis: C

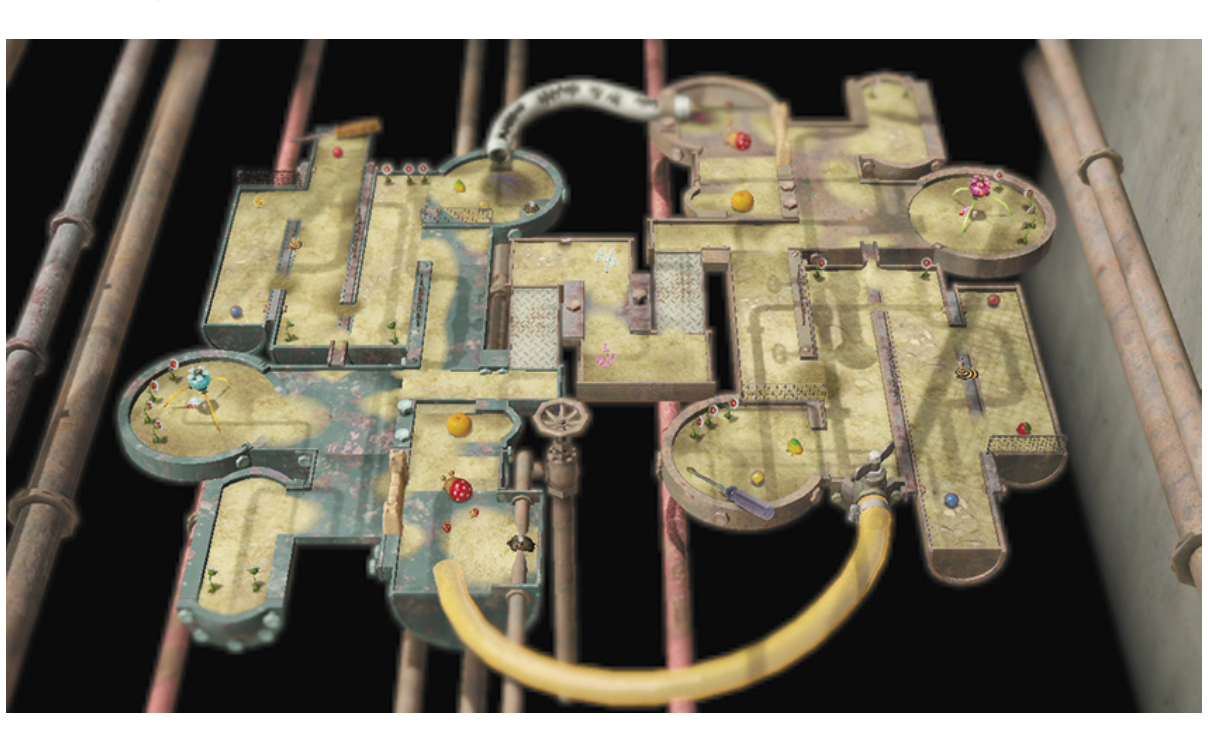


## Rusted Labyrinth

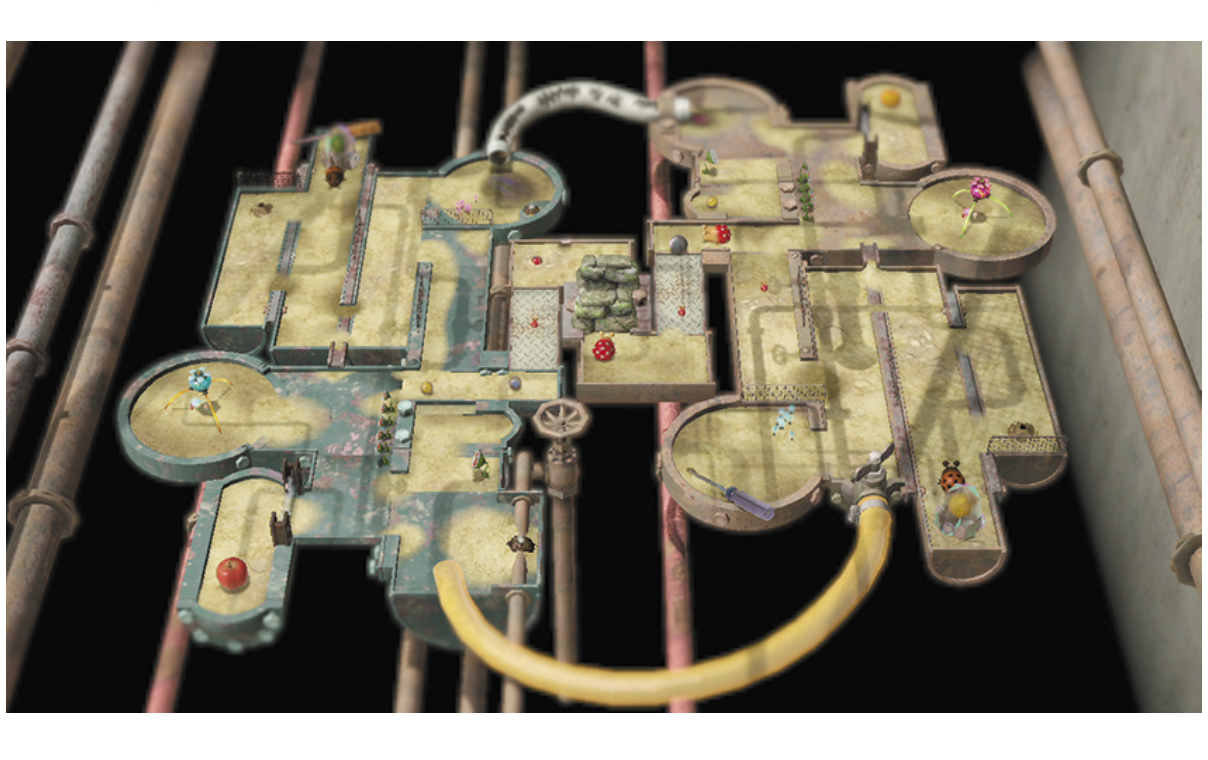
### Rusted Labyrinth: A



### Rusted Labyrinth: B

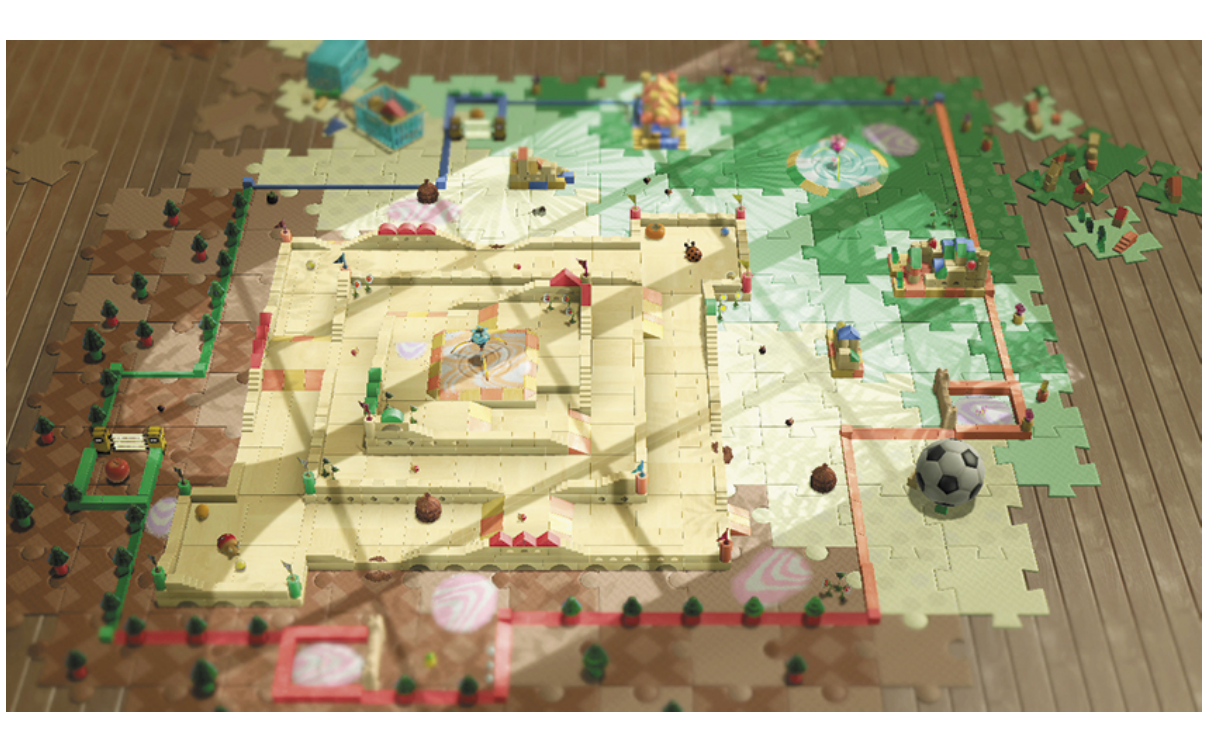


### Rusted Labyrinth: C

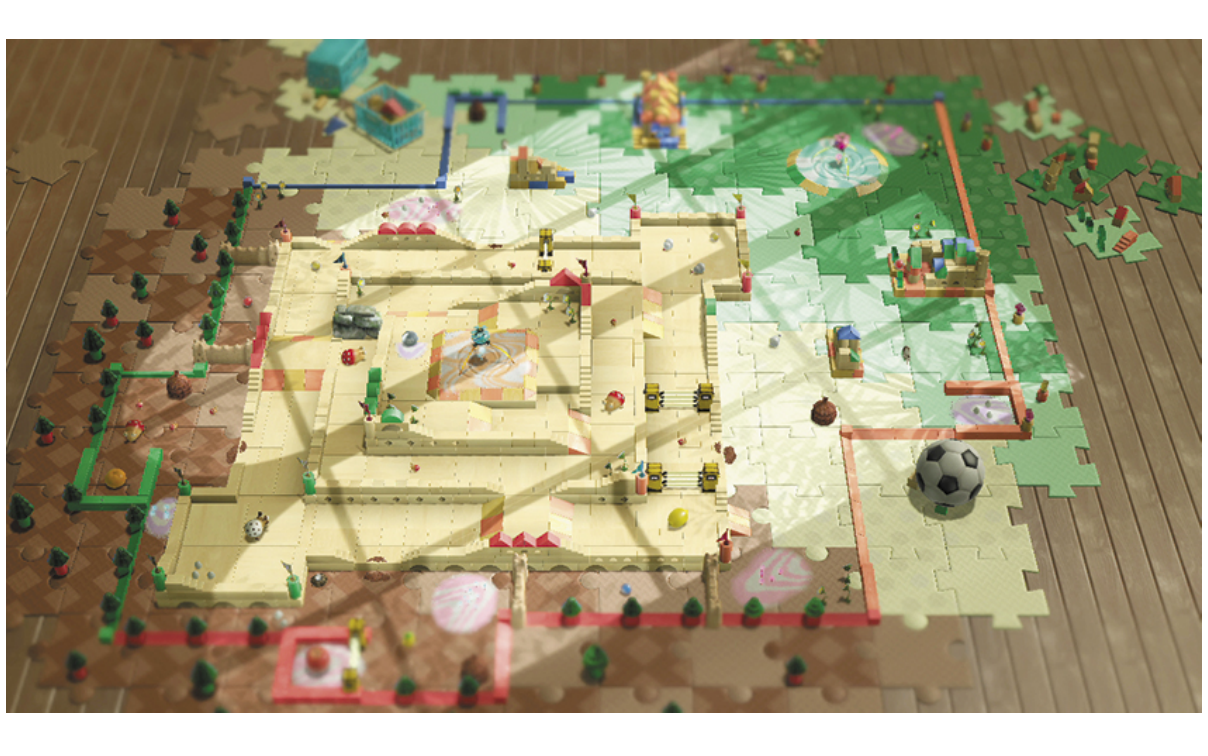


## Jigsaw Fortress

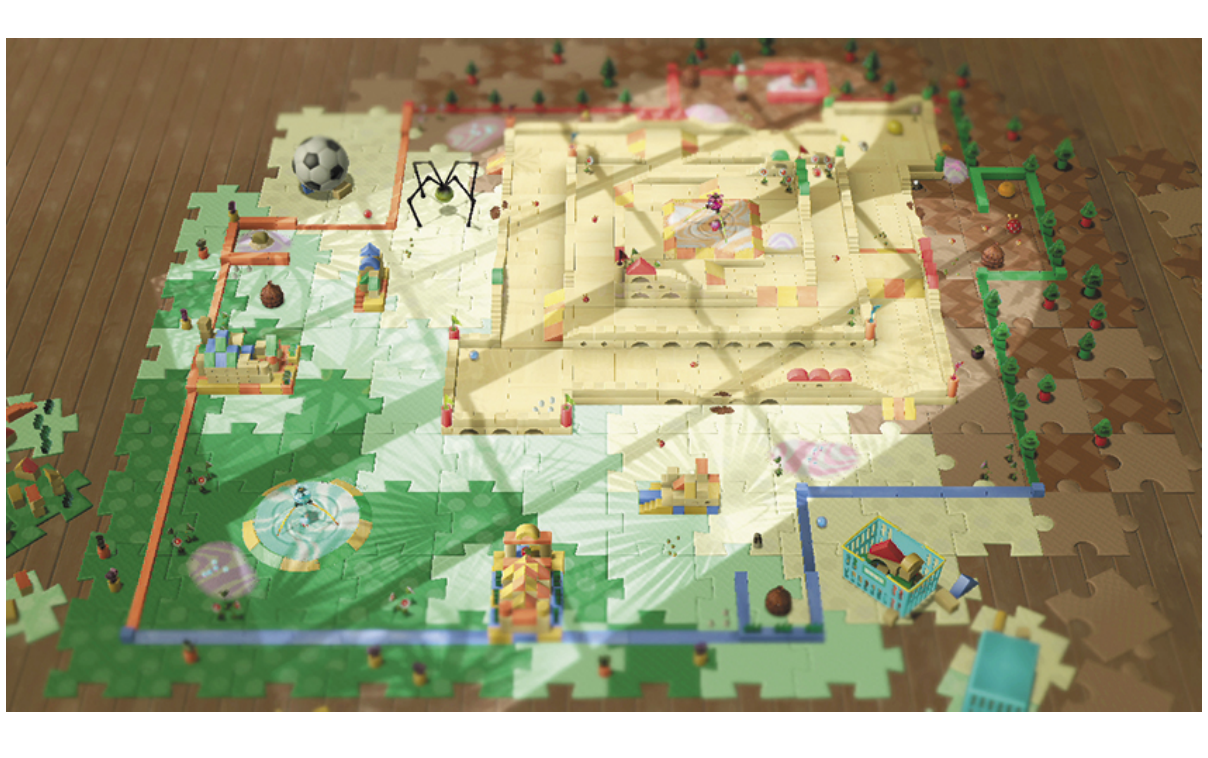
### Jigsaw Fortress: A



### Jigsaw Fortress: B

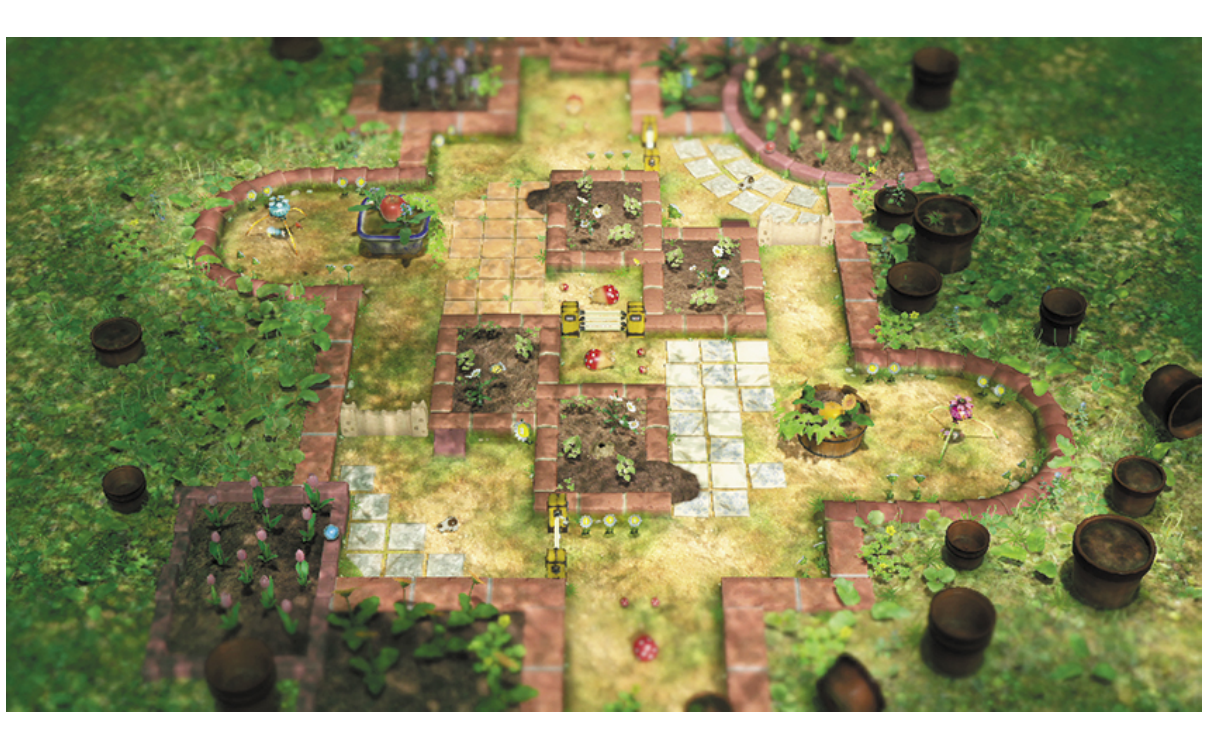


### Jigsaw Fortress: C

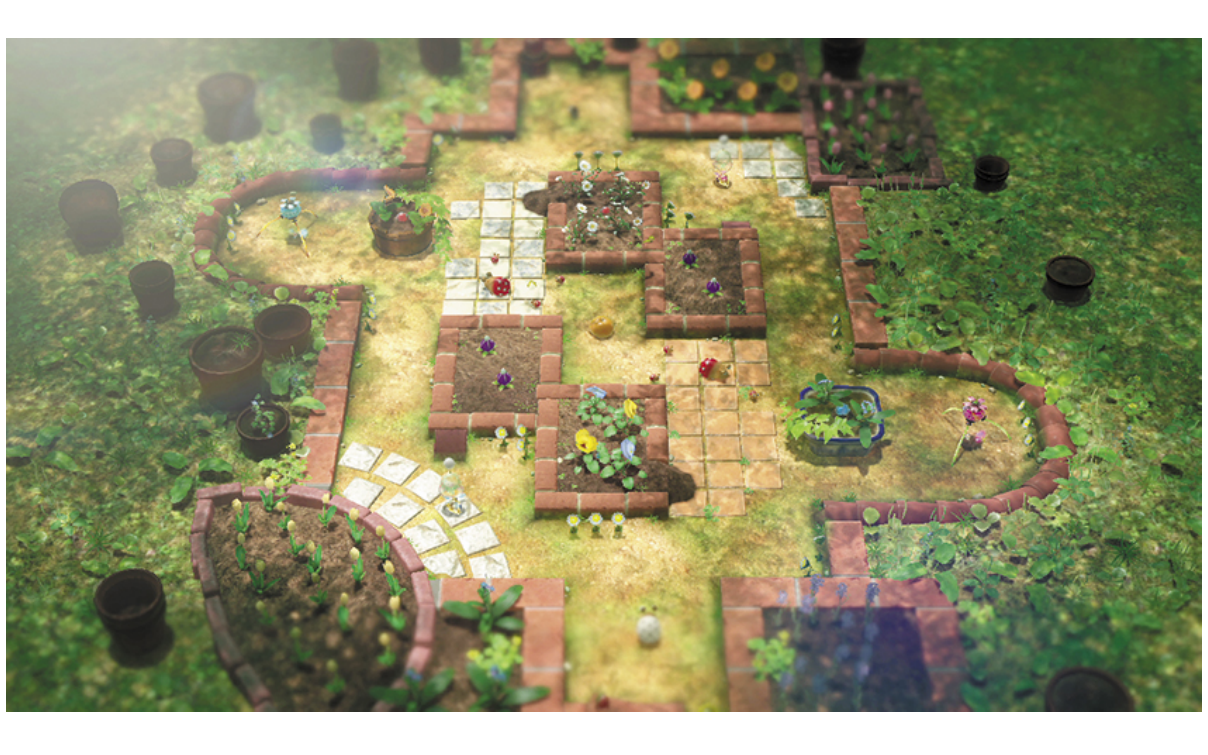


## Blooming Terrace

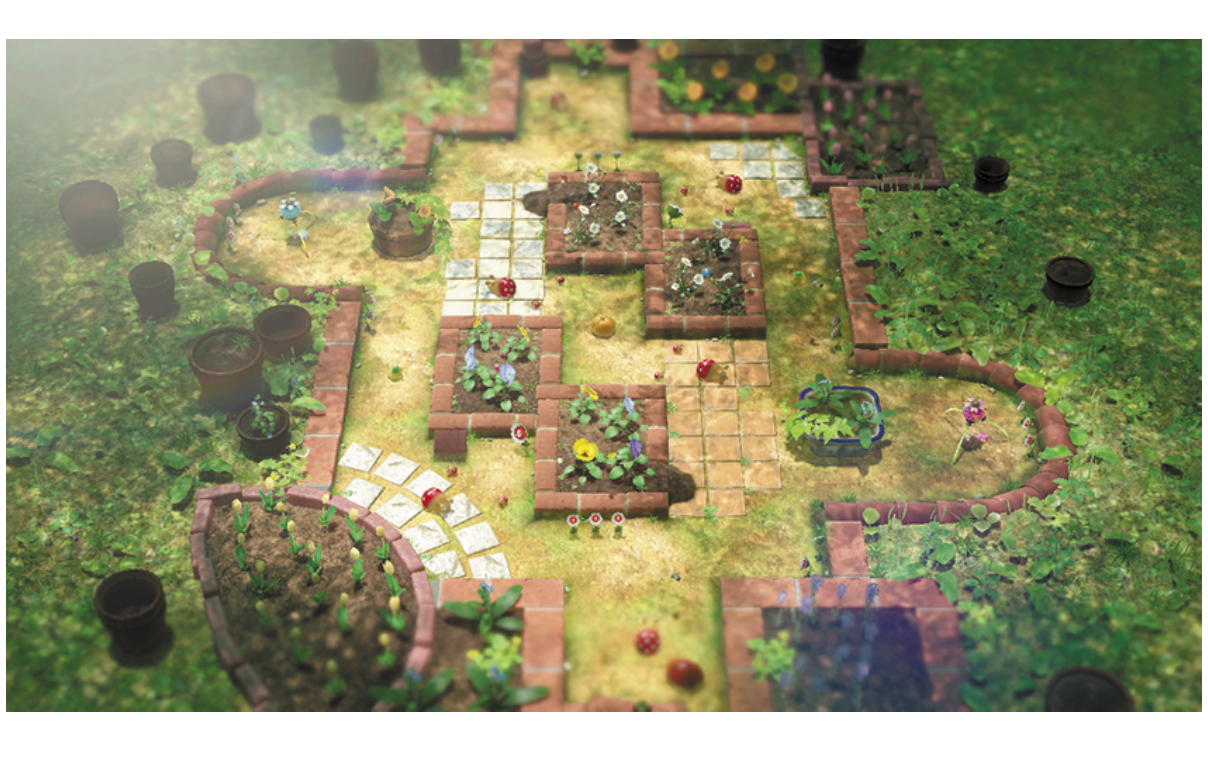
### Blooming Terrace: A



### Blooming Terrace: B

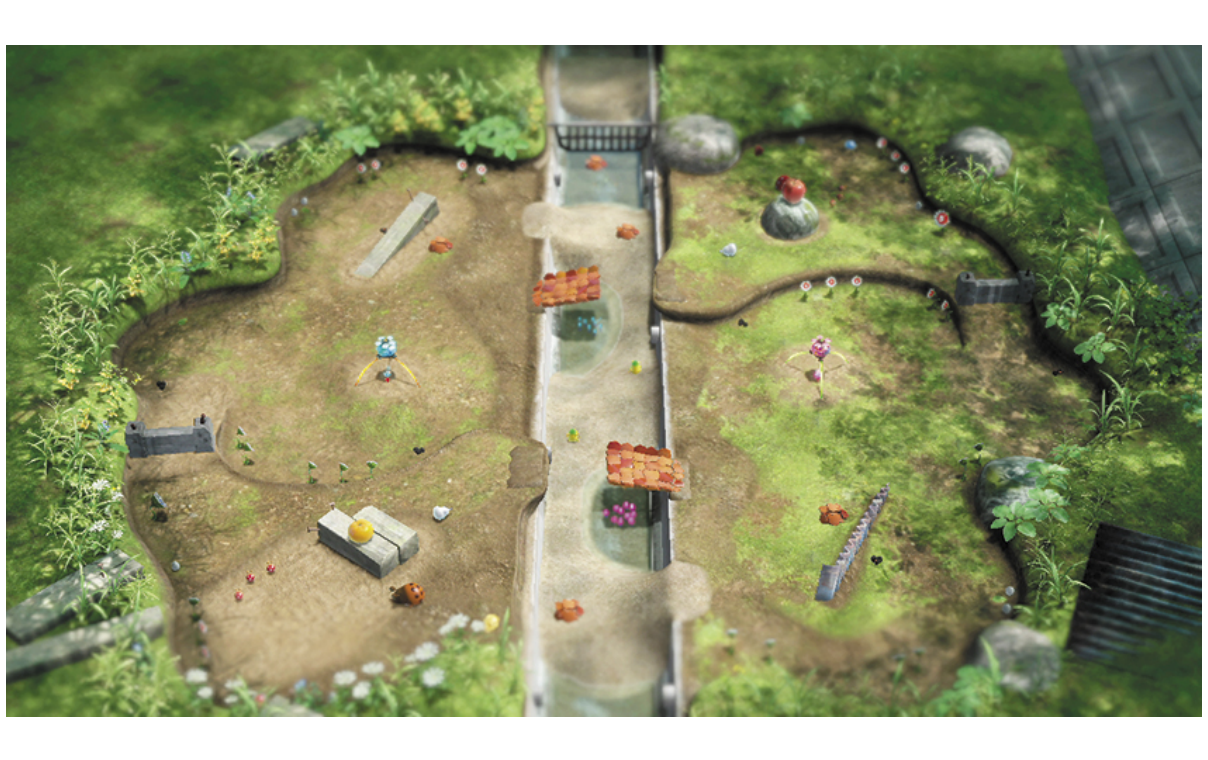


### Blooming Terrace: C

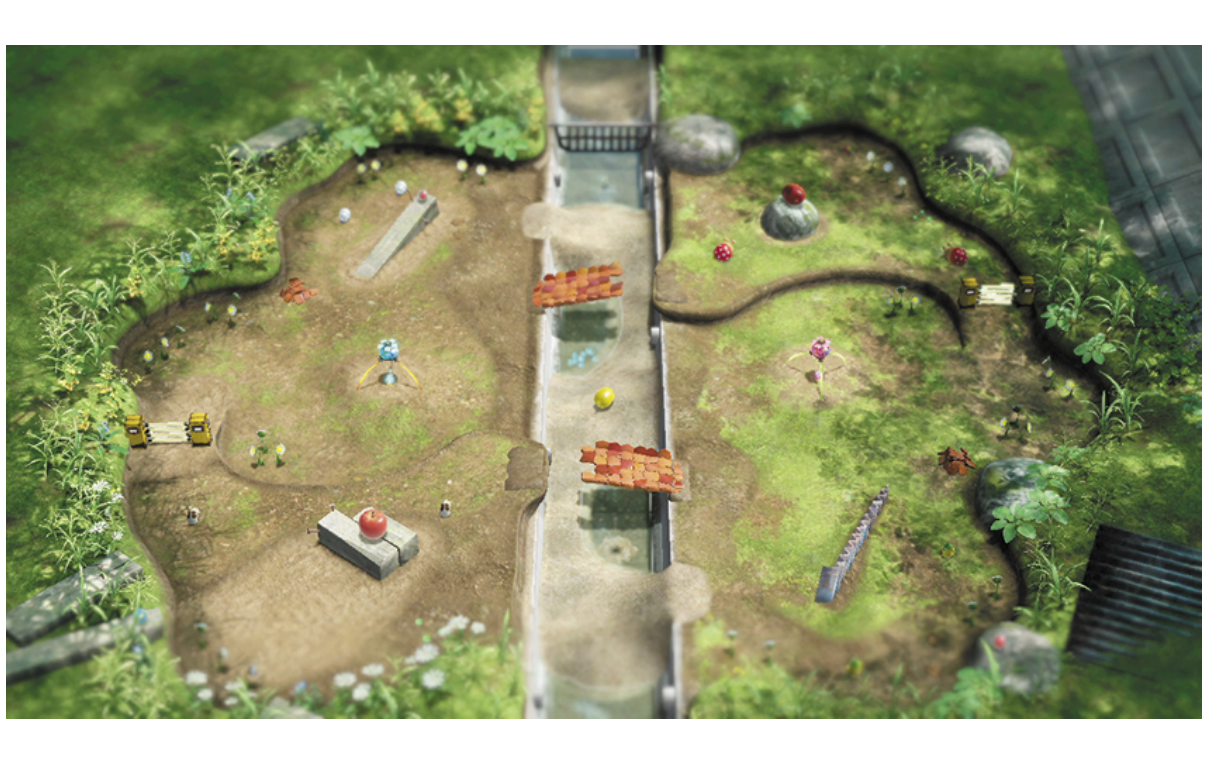


## Parched Brook

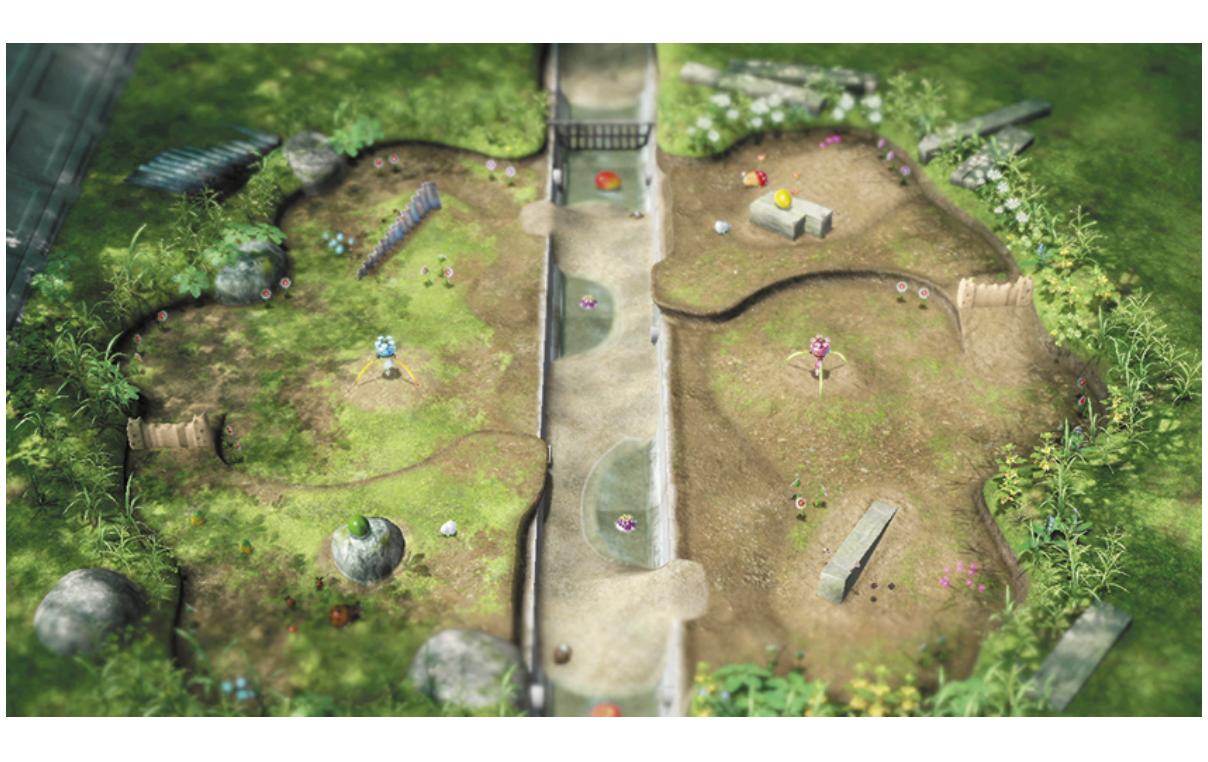
### Parched Brook: A



### Parched Brook: B

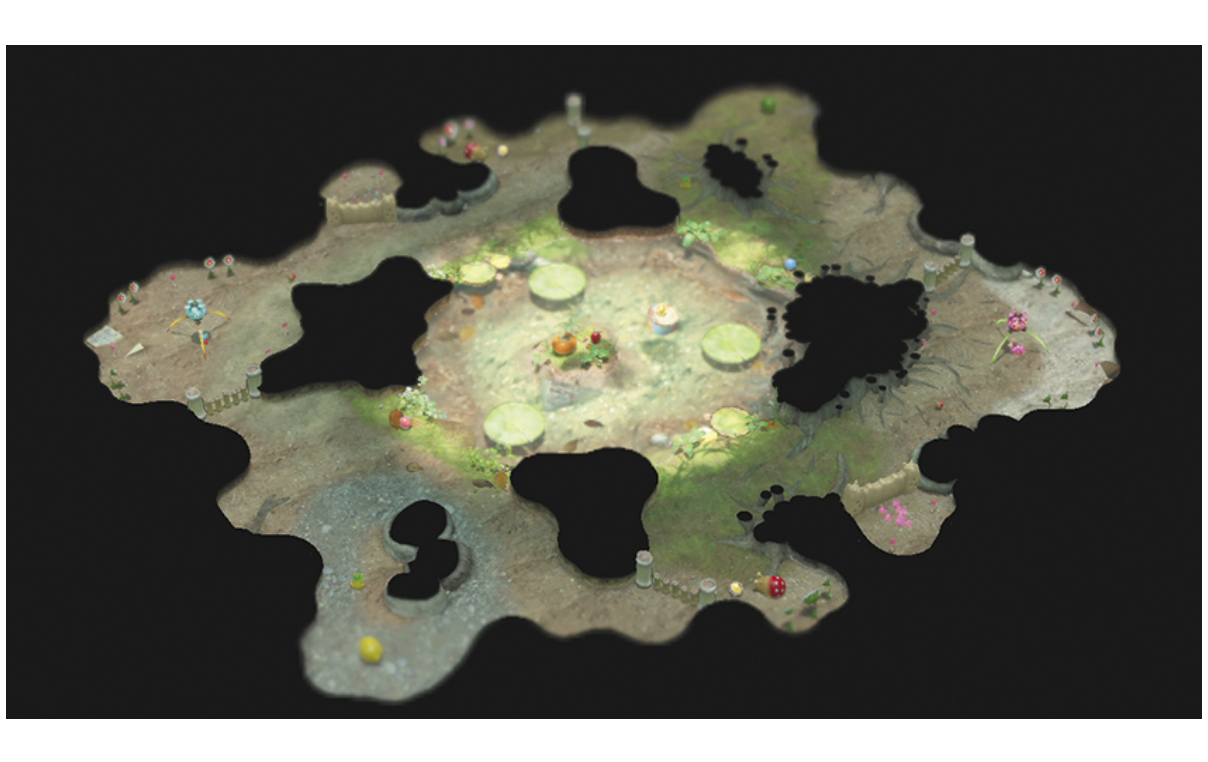


### Parched Brook: C



## Buried Pond

### Buried Pond: A



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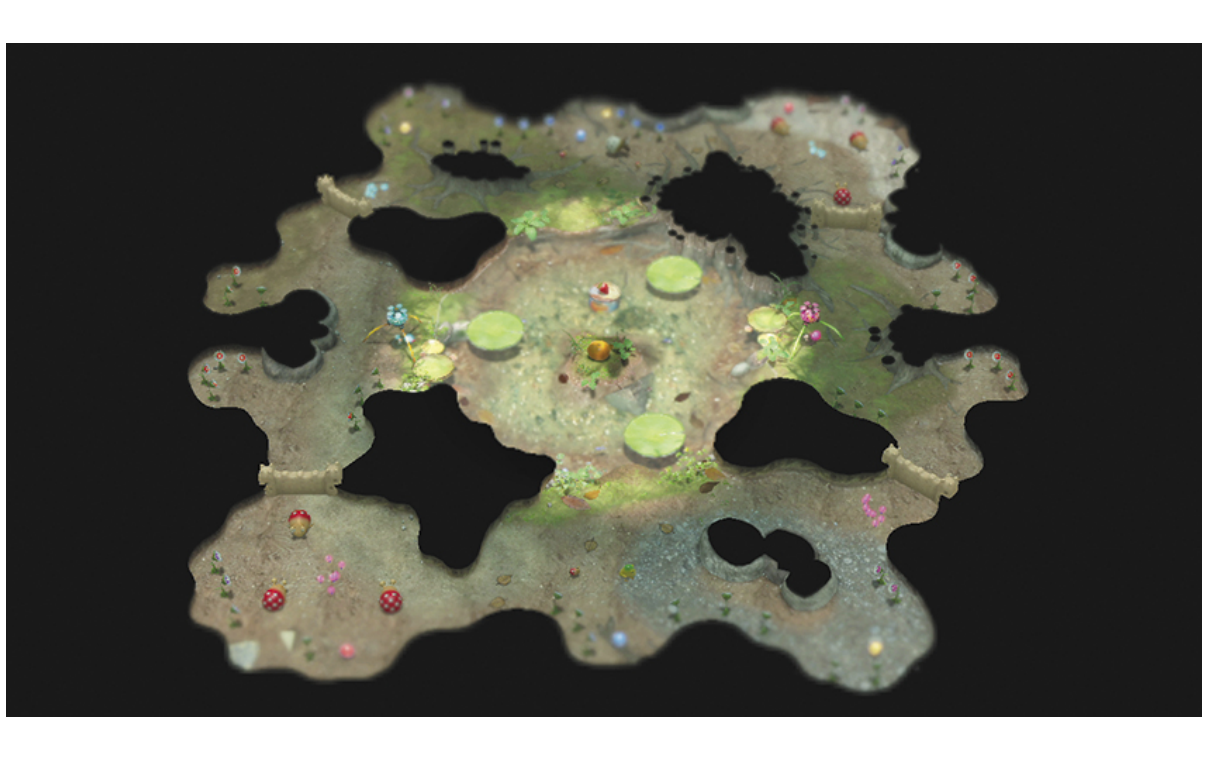
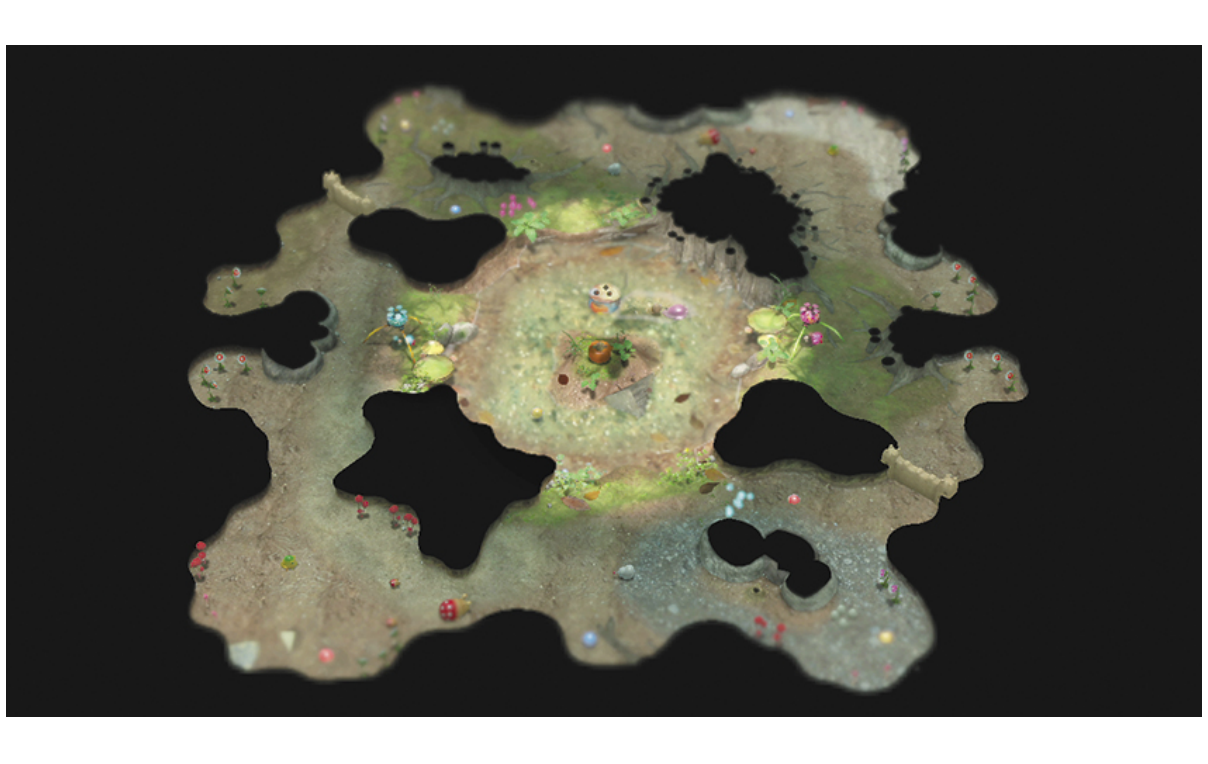
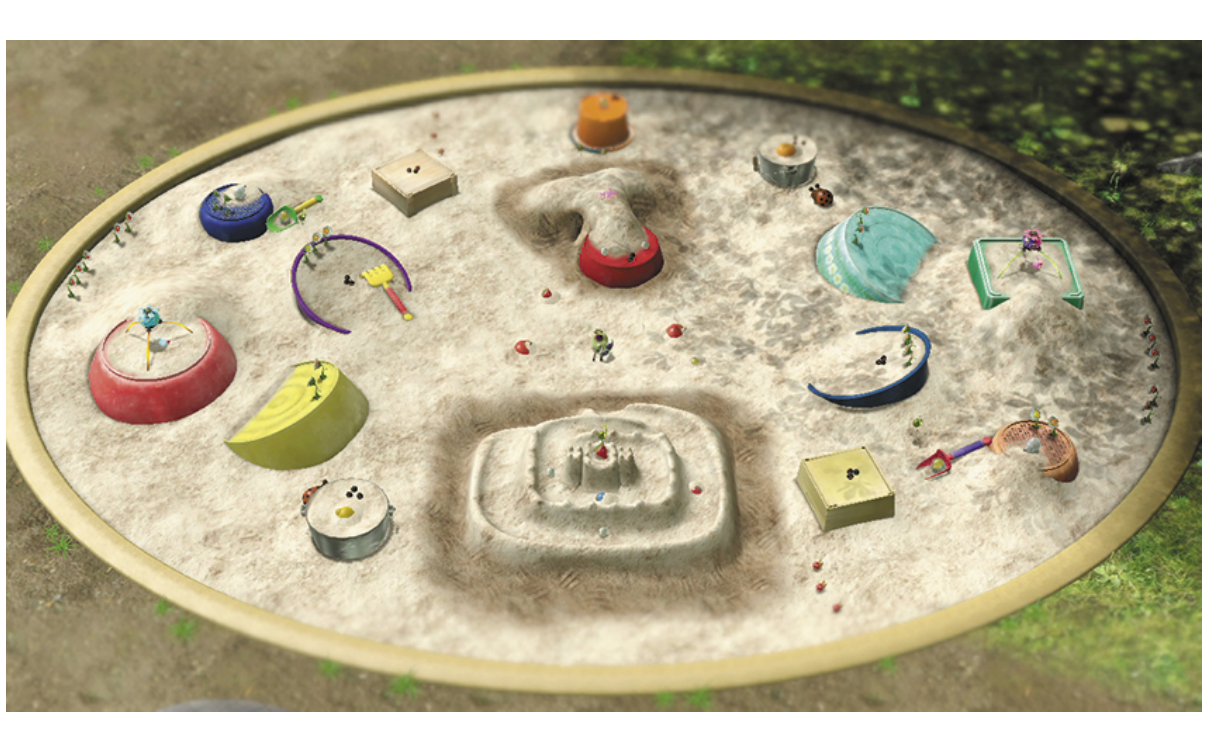


### Buried Pond: C



## Sandbox Kingdom

### Sandbox Kingdom: A



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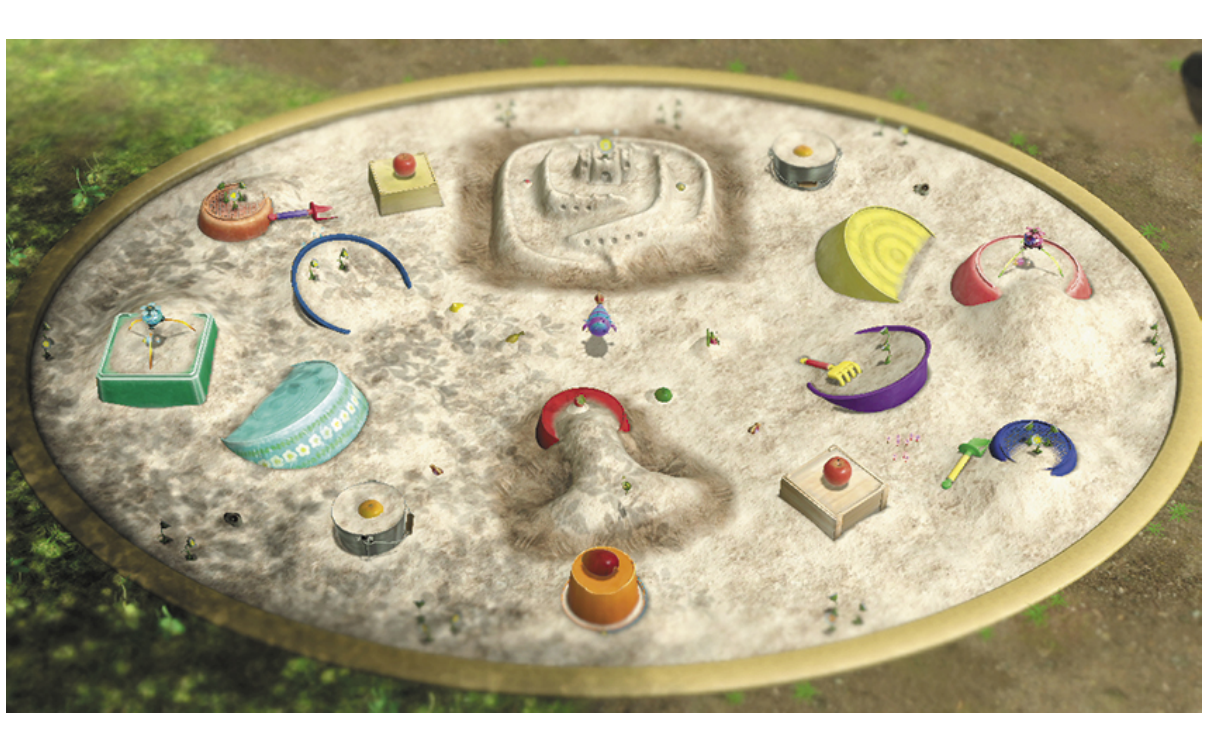

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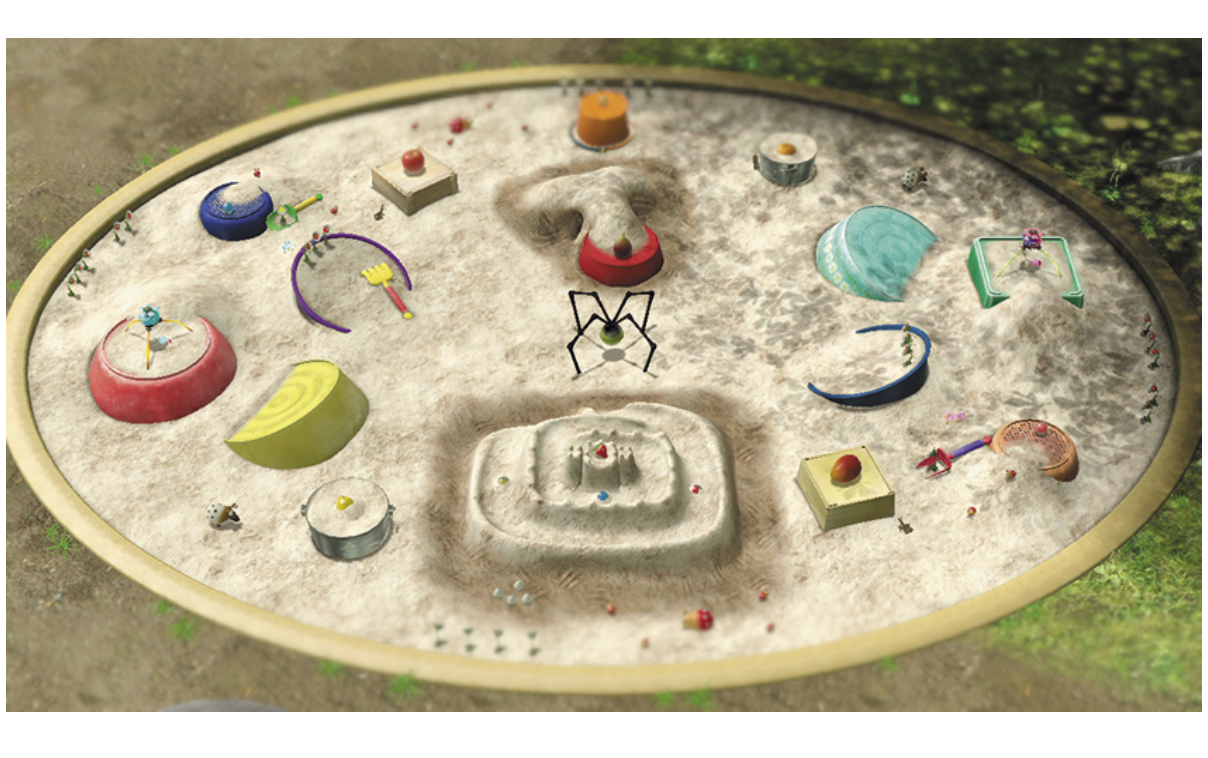
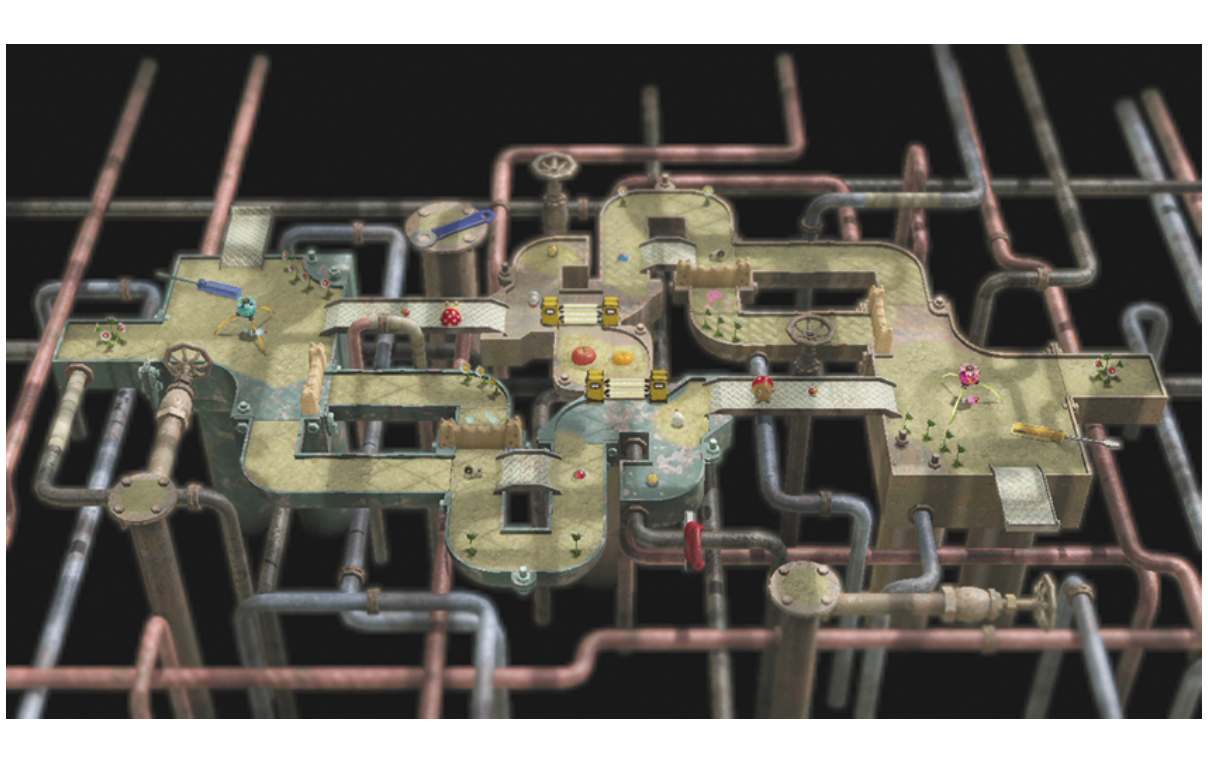


## Corroded Maze

### Corroded Maze: A



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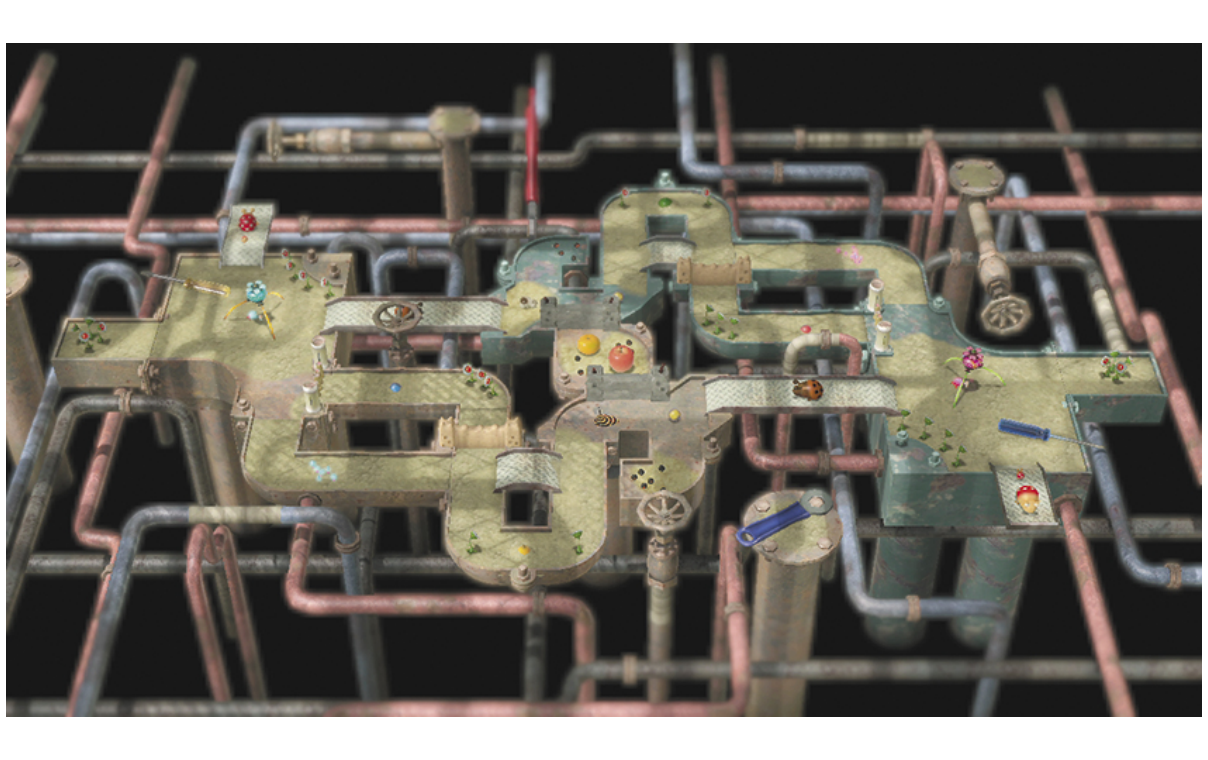
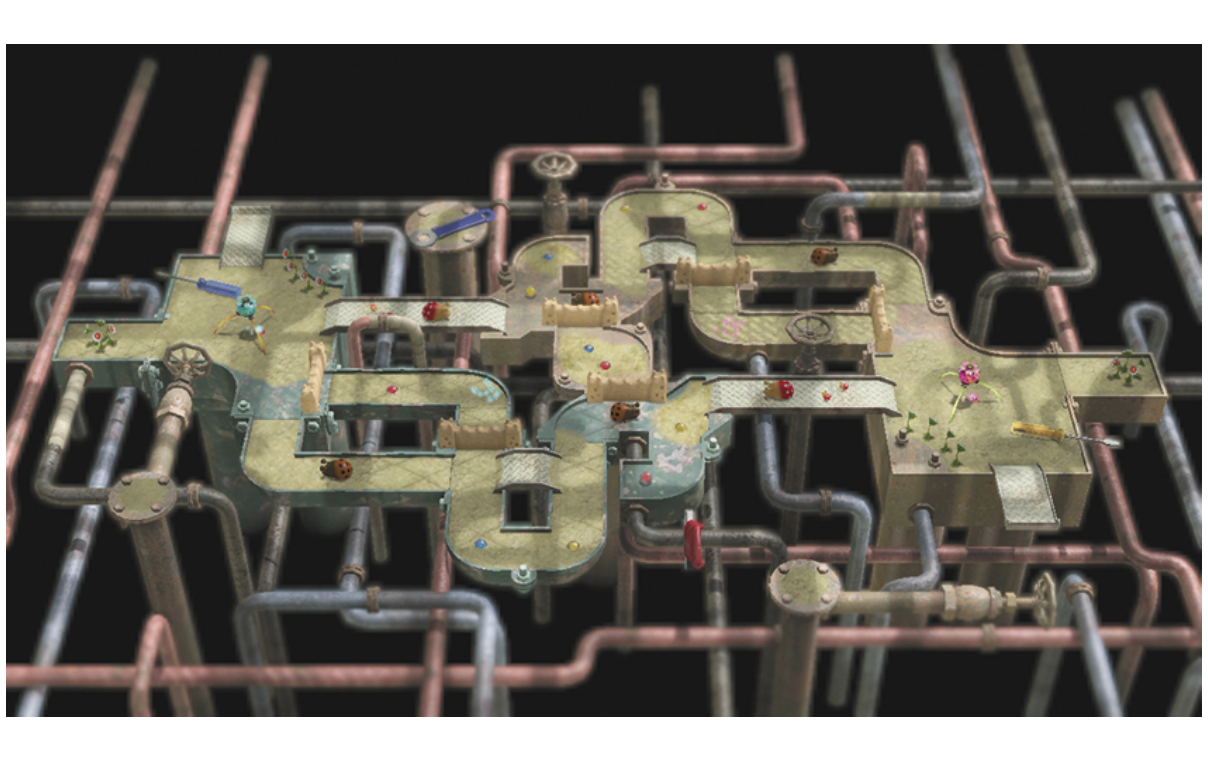
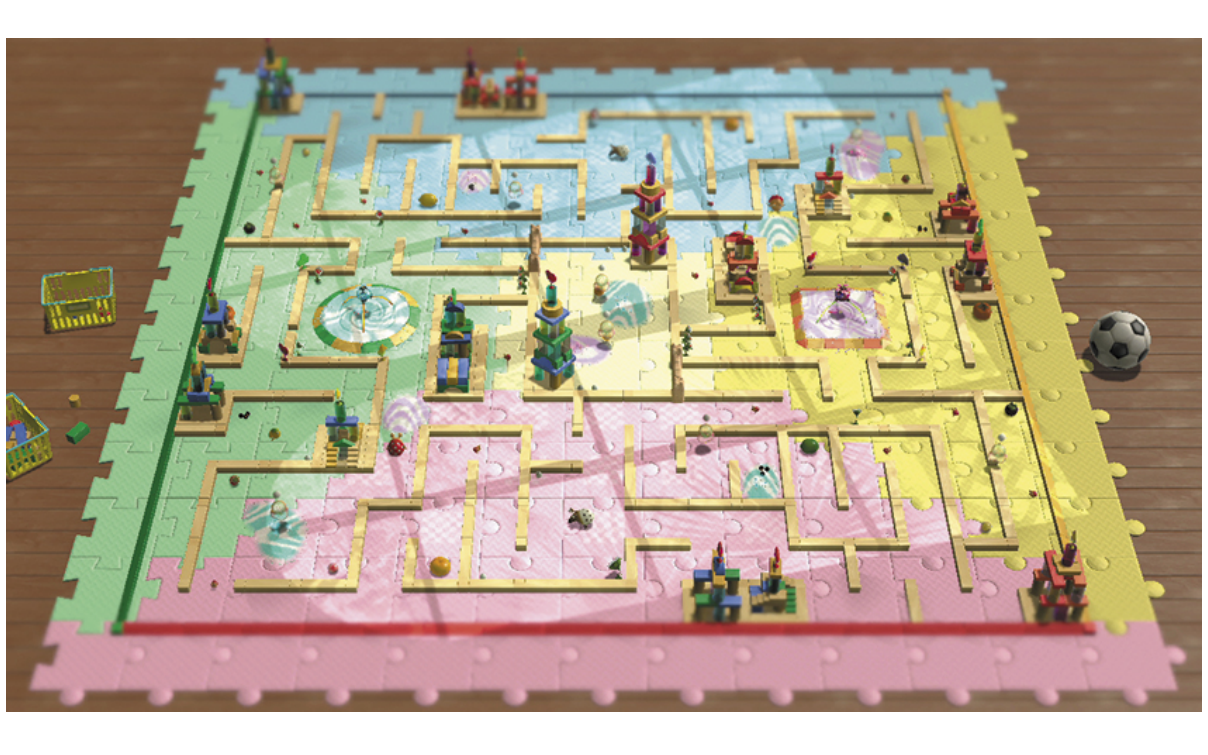


### Corroded Maze: C

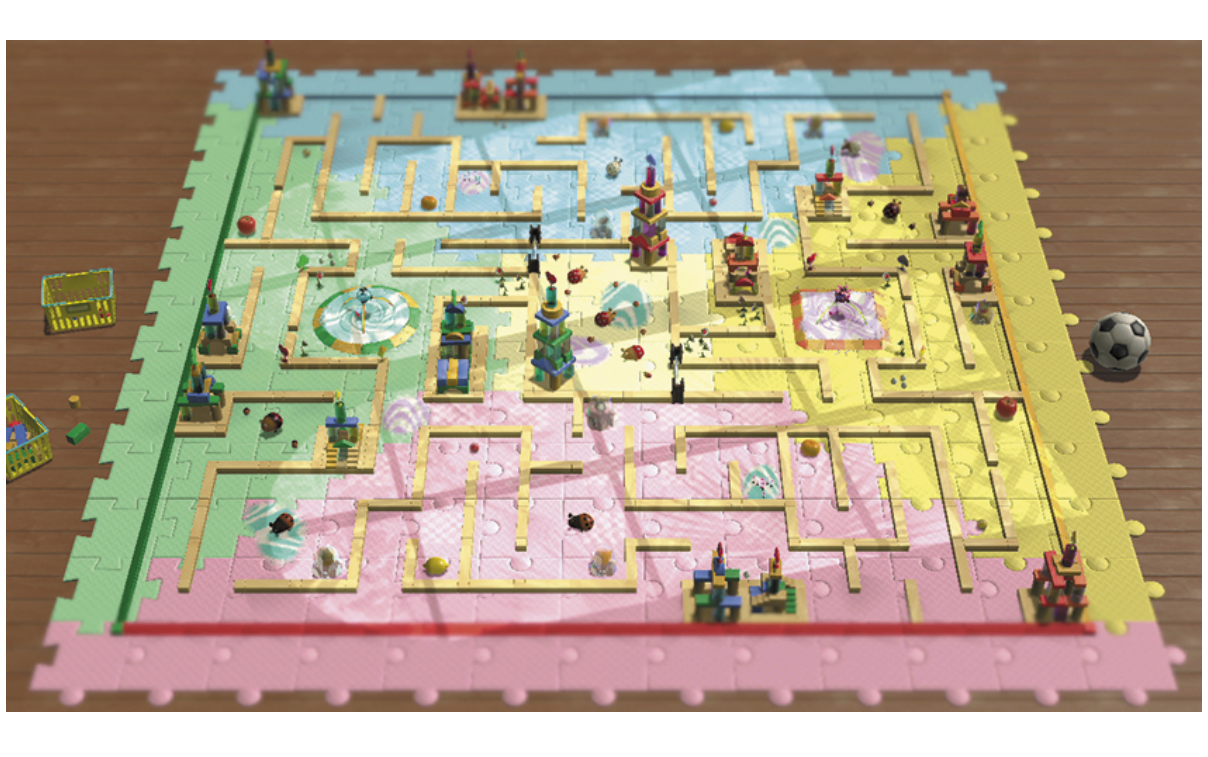


## Jigsaw Colosseum

### Jigsaw Colosseum: A



### Jigsaw Colosseum: B



### Jigsaw Colosseum: C